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STRATEGY GUIDE

# PROJECT GOTHAM

## RACING™



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Microsoft



# PROJECT GOTHAM

R A C I N G <sup>TM</sup>

*prima's official strategy guide*

*Mark Cohen*

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#### Acknowledgements:

The author would like to express sincere thanks to the following people for their support and assistance in completing this guide: Jennifer Crotteau and Michelle Trujillo of Prima Games; Laura Quilling, Copy Editor; and Shannon Loftis, Jimbo Pfeiffer, Dan Greenawalt, and Garrett Young of Microsoft.

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ISBN: 0-7615-3738-4

Library of Congress Catalog Card Number: 2001096808

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# EARNING KUDOS AND WINNING RACES

Project Gotham Racing provides several ways to become a great driver. This chapter explains each mode. But first, you must understand how the game rewards you and how to customize the game to highlight your strengths. There are two areas of accomplishment: completing maneuvers to earn Kudos and finishing in the top three.

## Kudos

Kudos are points awarded for completing various maneuvers. It is a variable system; you can earn different amounts for the same maneuver, depending on such factors as speed, duration, and degree of difficulty. When you begin a qualified maneuver, its name appears in gold in the upper right-hand corner underneath a running point total of your total Kudos. This value increases throughout the maneuver, and when you finish the move, the final number of points is added to the total. You can perform several maneuvers one after another; the Kudos "stash" keeps growing until the maneuvers end.



A maneuver is deemed finished when a car stays "clean" (no contact with walls, obstacles, or other cars) for three seconds after the move's completion. Until the waiting period ends, Kudos are held in limbo. If the car brushes a wall or another car, all the Kudos earned for that maneuver disappear. So keep the car under control, especially when the Kudos delay timer still ticks. You know the current maneuver is active when the point total is displayed above the name of the maneuver, as pictured here.

Your Kudos stash grows with additional maneuvers.



## EARNING KUDOS DURING A RACE

- Slide bonus: Points are awarded based on speed and length of slide.
- Cone Gates bonus: Drive through cleanly.
- Speed Gates bonus: Points are awarded based on car's speed as it passes through speed gates.
- Clean Section bonus: Bonus is awarded for completing a track section without hitting anything. Award is based on length and difficulty of track.
- Overtake bonus: Earn 10 points for each car you pass during a race.
- Big Air bonus: Award is based on length of time car is in air.
- Two-Wheels bonus: Award is based on length of time car is on two wheels.
- Time bonus: Some events award Kudos for time remaining on the clock when race ends.
- Combo bonus: Points are based on number of Kudos-earning maneuvers you string together.



Slide



Cone Gate



Speed Gate



Clean Section



Overtake



Big Air



Two Wheels





Time bonus



Combo bonus

## NOTE

Earn additional Kudos in a Street Race by raising the difficulty level and then beating the target.

## Winning Races

To advance through the levels of Quick Race and Arcade Race, finish in third place or better. Medals are awarded for the finish, including third place, Bronze; second place, Silver; and first place, Gold. In the Street Race mode of Kudos Challenge, you must also finish in third or better. However, you have an additional Kudos requirement to earn a medal, and you must earn a medal in each race to advance to the next level. It's possible to win a race in Kudos Challenge but fail to advance if you don't earn the required number of Kudos for each race.

## ADJUSTING THE BAR

When competing in Kudos Challenge, you can customize the winning requirements to suit your driving abilities. For example, if you drive fast but you're still learning how to earn Kudos for style maneuvers, raise the difficulty level for speed-related requirements. You can then earn substantial Kudos for your racing abilities, even though your style performance is still in progress. The following screens illustrate how to adjust the bar to take advantage of your abilities:



Default Kudos award for third-place finish



Additional Kudos award for finishing first

You can also change the emphasis from speed to style in a Kudos Challenge race by adjusting the difficulty. For example, set a higher Kudos target in a Style Challenge, which awards a higher bonus if you meet the target. The following screens illustrate the award differences between a minimum and maximum Kudos target. Note the dramatic difference in the Kudos bonus.



The lowest style difficulty of 100 awards a bonus of 20 Kudos.



The highest style difficulty of 2,000 awards a bonus of 400.

## NOTE

Adjust the Kudos target value in increments of five.

## QUICK RACE

In Quick Race, you compete against five AI drivers, and the goal is to finish in third place or better. You must also meet timed check-point requirements, so this isn't sightseeing. Four levels each have four tracks. Achieve at least a Bronze Medal (third place) in all four races to complete the level and advance to the next. You also accumulate Kudos in Quick Race, although they are not required. However, Kudos are added to the total score, enabling you to unlock cars and skins as you reach milestones. Also unlock cars by earning Gold Medals in all of a Quick Race level's events. See the "Cars" section for a complete list of unlocking requirements.



## NOTE

Additional rewards are awarded for total hours of gameplay, including a hidden game mode (see "Medal Pursuit" later in this section) and custom helmets.





In this section, we discuss general driving strategies, as well as specific tips for Project Gotham Racing. This game rewards both speed and finesse, but sometimes it is difficult to excel at both techniques during a race. Whether you drive for speed or slide for Kudos, success depends on your ability to turn a corner without hitting a wall.

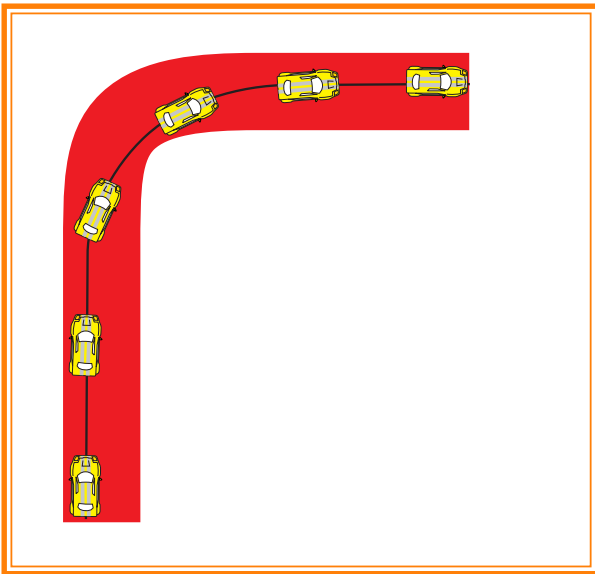
### RACING GLOSSARY

- Apex: A point that represents a turn's sharpest angle (A car that brushes the apex is in the perfect position to exit the turn.)
- Chicane: A series of short curves, also known as S-curves
- Drafting: Driving on a lead car's bumper to take advantage of reduced air resistance
- Oversteer: The results of a car's rear end losing traction and swinging out instead of staying straight with the nose (The Camaro and Viper tend toward oversteering because they do not hold the road as well as other cars.)
- Understeer: The opposite of oversteer; when a car stays straight as you turn the steering wheel (The Feroce displays understeering characteristics.)

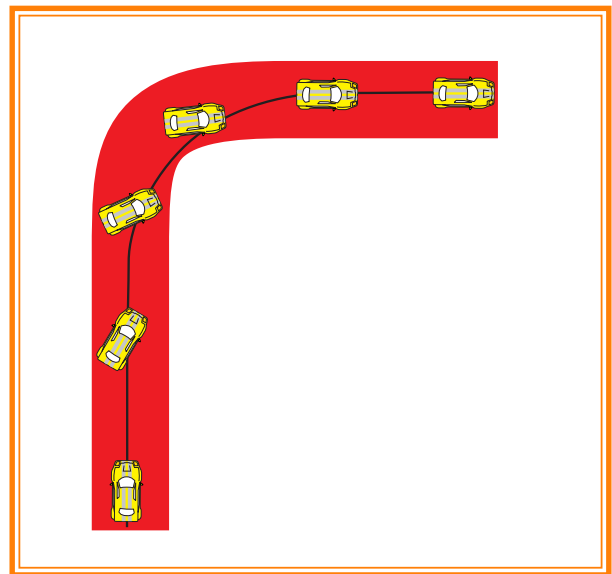
## CORNERING

In Project Gotham Racing, you encounter several types of turns, ranging from gentle chicanes to sharp 180s. The following sections provide tips for setting up and conquering each type.

### 90-Degree Turn (Right Angle)

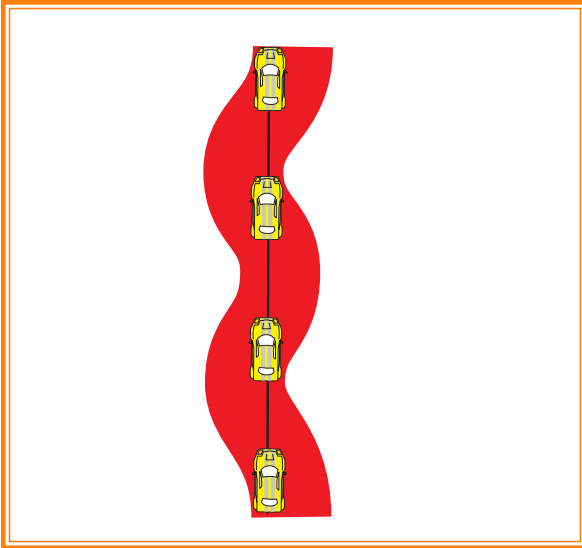


Approach a right angle, or 90-degree, turn from the outside lane (away from the turn). From there, sweep to the inside (braking if necessary), brush across the apex, and return to the outside lane on exiting. This is the recommended strategy when the track is clear. You can move from one side to the other without bumping another car.



After a few Street Races, you will become aware that corners are rarely clear. Rival cars love to challenge you, so you must change your strategy on the fly. That's where sliding comes in. When you slide through a turn, you pick the location and angle of exit. So if other cars clog the turn, slide until you find an exit point, then stop sliding. Slides also let you align the car with the exit even before you enter the turn. You can accelerate sooner than if you followed the curve as outlined earlier. See the "Sliding" section for additional tips.

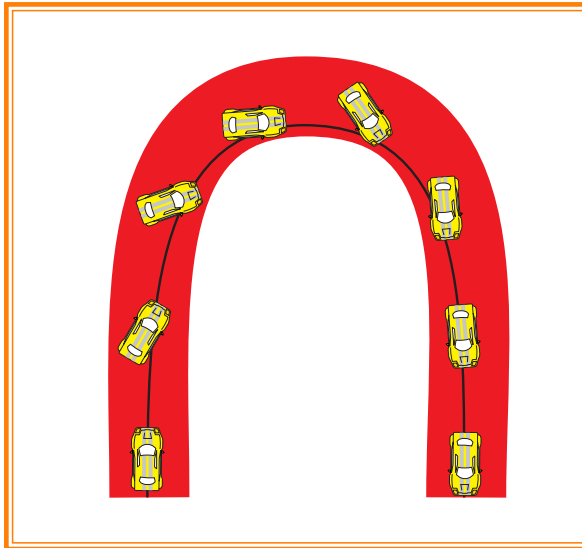
## S-Curve (Chicane)



[In Project Gotham Racing, there is a wide range of S-curves, some shallow and others deep. However, strategy remains the same. As you approach an S-curve, look beyond the first wave, and imagine a line that touches each curve's apex. You may see the exit, enabling you to drive relatively straight through the S-curves, with little steering.

However, many S-curves require weaving gently back and forth. In this case, watch your speed and move the wheel as little as possible to avoid oversteering and bouncing off walls. It may take one lap around to study the S-curves and determine the best strategy.

## 180-Degree Turn (U-Turn)



This type of turn is tailor-made for a slide. With the hand brake, you can force the car's rear end around the corner without excessive braking. You can't take a 180 at top speed, but without the slide, you need to slow to a crawl or risk slamming into the wall.

Most 180s look like the earlier picture. But some are shaped more like Vs than Us. These turns require hard braking and extended use of the hand brake to spin the car on its axis. The concept is the same as described earlier, but the application is more extreme.

## SLIDING

As described previously, use sliding as a viable technique in many race situations. However, *Project Gotham Racing* elevates the slide from strategy to an art form, thanks to the innovative Kudos reward system. The following pictures and descriptions provide important tips for executing strategic slides or slides for Kudos.

### Anatomy of a Slide

Most slides begin with a speed reduction, either from brakes or backing off the accelerator, followed by tapping the hand brake to "loosen" the car's rear end.

Some wide areas allow you to press the hand brake and slide, but in most cases, this produces a slide too fast and wide for surrounding walls or obstacles. When a turn empties into a wide area, you don't need to align the car with the next section. In fact, an extra second or two of sliding back and forth can add substantial Kudos to your total.





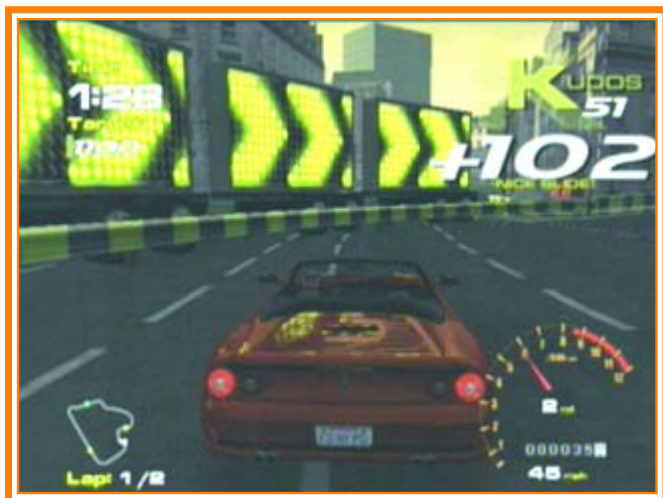
### NOTE

Although we recommend the hand brake to initiate a slide, you can also slide on a slippery surface by tapping the brakes and turning the wheel. Or a slide can start involuntarily if you take a corner too fast, which causes the car's rear end to break loose.



When you slide before a turn, you must decide when to stop the slide angle. This takes split-second timing, because you don't want the slide to extend beyond the turn's opening. This would not only slow you down, but would also increase the chance of hitting a wall or obstacle.

Monitor the angle of the slide after entering the turn. Stop the slide when the car aligns with the exit. If you overextend the slide while still in the turn, you waste time and lose speed trying to correct.



Extend the life of a slide beyond the turn by alternating use of the hand brake and accelerator. Eventually, the car loses so much speed, it becomes counterproductive to continue sliding. You can start another slide, but weigh the benefits of extra Kudos with elapsed time.



Extend the life of a slide beyond the turn by alternating use of the hand brake and accelerator. Eventually, the car loses so much speed, it becomes counter-productive to continue sliding. You can start another slide, but weigh the benefits of extra Kudos with elapsed time.

If earning Kudos is your only reason for executing a slide, slide as fast as possible. Tap the hand brake to initiate the slightest of angles. As soon as the car's axis tilts, the slide begins and the Kudos counter tallies points. A shallow angle and speed allow you to earn maximum points. A car returns to a normal plane faster when it slides at a shallow angle.



Although it is easier to slide through a wide turn, you can initiate a slide on a narrow roadway, especially if it is raining. A simple tap of the hand brake starts the slide, then turn the wheel back and forth to build Kudos. Add speed when necessary, and you can generate Kudos with little working area. Of course, you must always consider the time factor. A slide burns valuable seconds, so be careful choosing a time and place for every slide.

## Slide Early



Throughout the "Kudos Challenge" section, we describe the importance of sliding early. This is especially important for a 90-degree turn, because you can align the car for the exit before you reach the corner, allowing quick acceleration. Sliding early also insures that the car's rear end does not slide out too far, causing you to miss the turn and hit the wall or guardrail.



Sliding early also lets you protect the inside corner, where most races are won or lost. An early slide allows you to target the inside, pushing out any rival cars that arrive late or to the outside.



## HOW TO ACQUIRE NEW CARS

When you start the first race in *Project Gotham Racing*, you can choose from three cars: MINI Cooper S, MR2 Spyder, and SLK 320. As you progress through the game, additional cars unlock in the following ways:

- ACHIEVE ALL GOLD MEDALS IN EVERY RACE IN A QUICK RACE LEVEL (ONE CAR PER LEVEL).
- ACHIEVE ALL GOLD MEDALS IN EVERY RACE IN AN ARCADE RACE LEVEL (ONE CAR PER LEVEL; IF TWO VERSIONS EXIST, SUCH AS ROADSTER AND COUPE, YOU RECEIVE BOTH CARS).
- DEFEAT A CAR IN A ONE ON ONE CHALLENGE TO ACQUIRE THAT CAR.
- REACH SPECIFIC KUDOS MILESTONES (IN ANY COMBINATION OF RACE FORMATS) TO RECEIVE A NEW CAR.

### EXTRA CARS: UNLOCK LIST (IN UNLOCK ORDER)

Car	How to Acquire	Car	How to Acquire
MINI Cooper S	Default	Skyline GTR	Kudos Challenge, Level 5: One On One
MR2 Spider	Default	Exige	50,000 total Kudos
SLK 320	Default	F355 Spider	All Gold in Quick Race, Level 4
New Beetle RSI	1,000 total Kudos	355 F1	All Gold in Quick Race, Level 4
TT Roadster	All Gold in Quick Race, Level 1	V12 Vanquish	All Gold in Arcade Race, Level 4
TT Coupe	All Gold in Quick Race, Level 1	Corvette Z06	Kudos Challenge, Level 7: One On One
Z3 Roadster 3.0i	Kudos Challenge, Level 1: One On One	Feroce	75,000 total Kudos
RX-8	All Gold in Arcade Race, Level 1	360 Spider	Kudos Challenge, Level 9: One On One
Camaro SS	All Gold in Quick Race, Level 2	360 Modena	Kudos Challenge, Level 9: One On One
Boxster S	Kudos Challenge, Level 2: One On One	Tuscan	100,000 total Kudos
Speedster	All Gold in Arcade Race, Level 2	Viper RT-10	Kudos Challenge, Level 11: One On One
Focus Cosworth	Kudos Challenge, Level 3: One On One	911 GT2	Kudos Challenge, Level 12: One On One
Lancer Evolution VII	All Gold in Quick Race, Level 3	Carrera GT	150,000 total Kudos
Impreza WRX	All Gold in Arcade Race, Level 3	F50	200,000 total Kudos
Esperante	25,000 total Kudos		

## HOW TO SELECT A CAR

As you move through the Kudos Challenge levels and add cars, you gain greater flexibility in selecting the right car for a race format. Although certain cars have inherent advantages, at least three cars can win most challenges. Of course, your driving abilities play a large part in your overall success. The following are a few tips to start:

- CHOOSE THE MINI COOPER S FOR THE FIRST QUICK RACE LEVEL.
- ALL-WHEEL DRIVE (AWD) CARS HAVE OUTSTANDING TRACTION, MAKING THEM EXCELLENT PERFORMERS IN TIMED RUNS IN THE RAIN. CHOOSE THE SKYLINE GTR AND FEROCE FOR STREET RACES.
- IF YOU DRIVE AGGRESSIVELY AND LIKE THE INSIDE LANE, AWD CARS ARE LESS LIKELY TO SPIN OUT IN HIGH-SPEED TURNS.
- REAR-WHEEL DRIVE (RWD) CARS HAVE LESS TRACTION THAN AWD CARS, SO THEY EXECUTE SLIDES BETTER.
- THE EXIGE, SPEEDSTER, AND 360 MODENA ARE ADEPT AT CONTROLLED SLIDES, MAKING THEM PERFECT FOR STYLE CHALLENGES.
- YOU MUST USE THE F50 TO WIN THE BONUS LEVEL (13).

## CAR COMPARISON TABLES

The following tables use numerical ratings (1–10, with 10 the best) to rank cars in descending order of proficiency in handling, acceleration, and top speed:

## HANDLING

Car	Drive Train	Handling	Acceleration	Top Speed
Feroce	4WD	10	10	6
911 GT2	RWD	9	9	10
Carrera GT	RWD	9	10	10
F50	RWD	9	10	10
MINI Cooper S	FWD	8	5	5
New Beetle RSI	RWD	8	5	5
TT Roadster	RWD	8	5	6
TT Coupe	RWD	8	6	7
RX-8	RWD	8	6	6
Boxster S	RWD	8	6	7
Focus Cosworth	4WD	8	7	6
Lancer Evolution VII	4WD	8	7	6
Impreza WRX	4WD	8	7	6
360 Spider	RWD	8	8	9
360 Modena	RWD	8	8	9
MR2 Spider	RWD	7	4	5
Z3 Roadster 3.0i	RWD	7	6	5
Speedster	RWD	7	6	6
Skyline GTR	4WD	7	7	7
Exige	RWD	7	8	6
F355 Spider	RWD	7	8	9
355 FI	RWD	7	8	9
Tuscan	RWD	7	9	9
SLK 320	RWD	6	5	5
Esperante	RWD	6	7	7
V12 Vanquish	RWD	5	8	9
Corvette Z06	RWD	5	8	8
Viper RT-10	RWD	5	9	9
Camaro SS	RWD	4	6	7

## ACCELERATION

Car	Drive Train	Handling	Acceleration	Top Speed
Feroce	4WD	10	10	6
Carrera GT	RWD	10	9	10
F50	RWD	10	9	10
Tuscan	RWD	9	7	9
Viper RT-10	RWD	9	5	9
911 GT2	RWD	9	9	10
Exige	RWD	8	7	6
F355 Spider	RWD	8	7	9
355 FI	RWD	8	7	9
V12 Vanquish	RWD	8	5	9
Corvette Z06	RWD	8	5	8
360 Spider	RWD	8	8	9
360 Modena	RWD	8	8	9
Focus Cosworth	4WD	7	8	6
Lancer Evolution VII	4WD	7	8	6
Impreza WRX	4WD	7	8	6
Esperante	RWD	7	6	7
Skyline GTR	4WD	7	7	7
TT Coupe	RWD	6	8	7
Z3 Roadster 3.0i	RWD	6	7	5
RX-8	RWD	6	8	6
Camaro SS	RWD	6	4	7
Boxster S	RWD	6	8	7
Speedster	RWD	6	7	6
MINI Cooper S	FWD	5	8	5
SLK 320	RWD	5	6	5
New Beetle RSI	RWD	5	8	5
TT Roadster	RWD	5	8	6
MR2 Spider	RWD	4	7	5

## TOP SPEED

Car	Drive Train	Handling	Acceleration	Top Speed	Car	Drive Train	Handling	Acceleration	Top Speed
911 GT2	RWD	10	9	9	Skyline GTR	4WD	7	7	7
Carrera GT	RWD	10	9	10	TT Roadster	RWD	6	8	5
F50	RWD	10	9	10	RX-8	RWD	6	8	6
F355 Spider	RWD	9	7	8	Speedster	RWD	6	7	6
355 FI	RWD	9	7	8	Focus Cosworth	4WD	6	8	7
V12 Vanquish	RWD	9	5	8	Lancer Evolution VII	4WD	6	8	7
360 Spider	RWD	9	8	8	Impreza WRX	4WD	6	8	7
360 Modena	RWD	9	8	8	Exige	RWD	6	7	8
Tuscan	RWD	9	7	9	Feroce	4WD	6	10	10
Viper RT-10	RWD	9	5	9	MINI Cooper S	FWD	5	8	5
Corvette Z06	RWD	8	5	8	MR2 Spider	RWD	5	7	4
TT Coupe	RWD	7	8	6	SLK 320	RWD	5	6	5
Camaro SS	RWD	7	4	6	New Beetle RSI	RWD	5	8	5
Boxster S	RWD	7	8	6	Z3 Roadster 3.0i	RWD	5	7	6
Esperante	RWD	7	6	7					

# SCREENSHOTS



**MINI Cooper S**



**MR2 Spider**



**SLK 320**



**New Beetle RSi**



**TT Roadster**



**TT Coupe**



**Z3 Roadster 3.0i**



**RX-8**



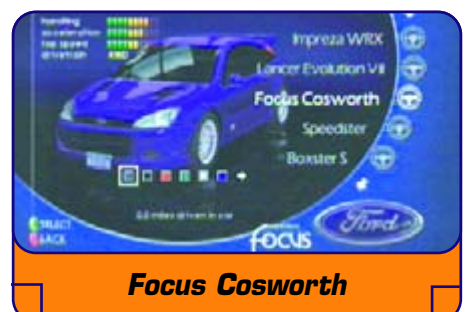
**Camaro SS**



**Boxster S**



**Speedster**



**Focus Cosworth**



**Lancer Evolution VII**



**Impreza WRX**



**Esperante**





The Kudos Challenge levels are the main proving ground for Project Gotham racers, and it is a marathon: 12 levels (plus a Bonus level), 9 challenges, and more than 100 tracks. Earn at least a Bronze Medal to advance to the next race. Each challenge is tougher than the last; the turns get tighter, and the AI cars are meaner and faster. The following sections include driving tips and strategies for all 113 tracks in the Kudos Challenge. You must earn at least a Bronze Medal in each race to advance to the next level. For example, in Level 1: Introduction, you must earn 4 medals to advance to Level 2: Amateur Season.

## CARS

When you begin playing *Project Gotham Racing* you have access to three cars: MINI Cooper S, MR2 Spyder, and SLK 320. Each car has different driving characteristics, as outlined in the table below. The cars are rated on a 1-10 system, with 10 being the best.

### DEFAULT CARS

Car	Drive	Handling Train	Acceleration	Top Speed
MINI Cooper S	FWD	8	5	5
MR2 Spyder	RWD	7	4	5
SLK 320	RWD	6	5	5

## LEVEL 1:

## INTRODUCTION

### Race 1: San Francisco, Financial District

WAREHOUSE ROW: 0.6 MILES

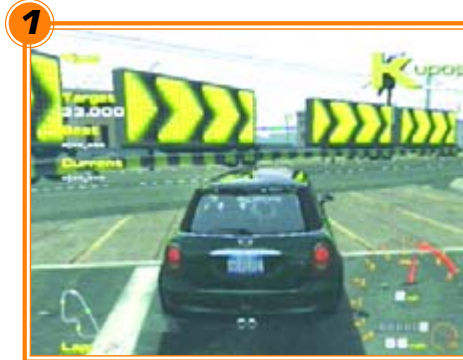
HOT LAP-SINGLE

TARGET: 33 SECONDS

LAPS: 3

This is as easy as it gets in *Project Gotham Racing*, but it's hardly a free ride. You have four races to learn the driving model, so the following track walkthroughs focus on the fundamentals: turning, braking, and powersliding.

In the Hot Lap-Single format, beat the target lap time. Nothing else matters. The 33-second target time for Warehouse Row is the default setting for a Kudos reward of 200 points. Make the target easier by increasing the allotted time if you don't mind earning fewer points.



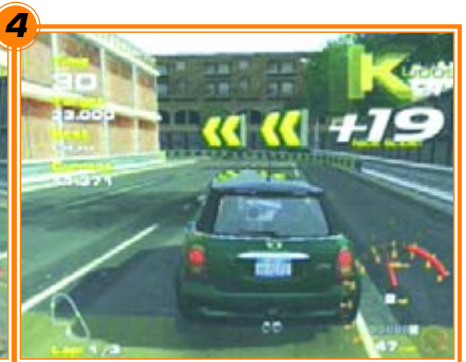
The race begins at the midpoint of a medium straightaway. Stay left, and then cut across the apex of the first turn, accelerating all the way. Brake for the second turn, and wrap tightly around the corner. Accelerate through the long straightaway that follows.



Turn three, a hard right, is a different story. Decelerate and hit the brakes just before the turn. Cut sharply into the turn, and then quickly center your car in the short straightaway.



Brake into turn 4, tap the handbrake, and slide around the corner. Your car will drift to the left, but the street is wide, and you'll have time to recover.





**TIP**

You earn Kudos by performing special maneuvers. A Kudos Stash meter tallies the points, and if you avoid contact with walls for three seconds after finishing the move, the Kudos are added to your total. Earn Kudos with the following moves:

- Slide
- 360-degree Spin (while still moving forward)
- Overtake: Pass rival cars
- Cone Gates: Navigate the path without knocking them over
- Speed Gates: Higher speed = more Kudos
- Clean Section: complete a stretch of track without hitting anything
- Two Wheels: Get up on two wheels
- Big Air: Get all four wheels off the ground
- Combo Bonus: Perform two or more of the above moves within a few seconds

As you advance through the levels of *Project Gotham Racing*, the powerslide is critical. For complete step-by-step instructions, study the "Racing Strategies" section. A powerslide has three steps: (1) brake before the turn; (2) head into the turn, and press the hand brake to force the back end around; (3) when the car aligns with the turn's exit, release the hand brake and resume acceleration.

## Race 2: New York, Times Square

### STYLE CHALLENGE

WEST 45TH: 0.6 MILES

TARGET: 200 KUDOS

LAPS: 2

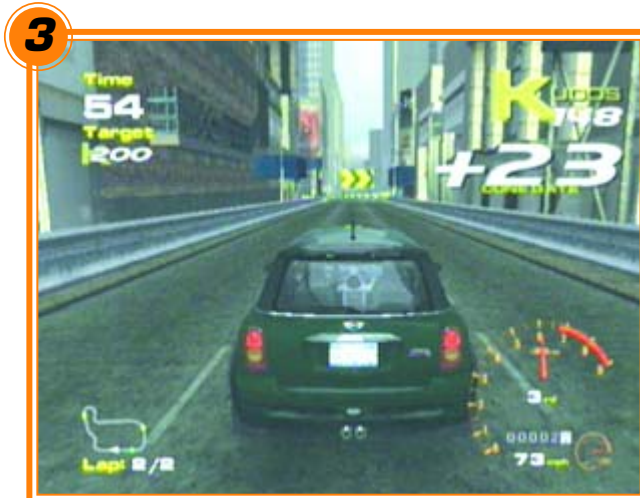
Unlike the first race, the Style Challenge is all about driving technique. You still earn Kudos for the maneuvers mentioned above, but you must also navigate an obstacle course consisting of cone gates. Orange cones mark the boundaries of the course. Green cone gates are worth five points when you pass through them. Speed gates are blue, and they register how fast your car is going. Fly through a Speed gate at top speed and you could earn more than 30 Kudos. When the race is over, you'll also receive bonus points based on time and damage control (avoiding contact with the walls).



Swing back and forth through narrow two-cone gates at high speeds for extra Kudos.



Combine two or more moves in a couple of seconds for a special combo bonus.



On the second lap, fly through the long cone gate at high speed for big points.

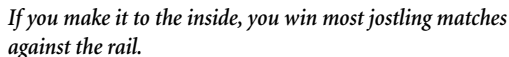
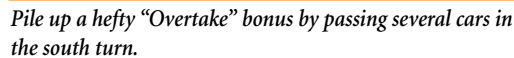
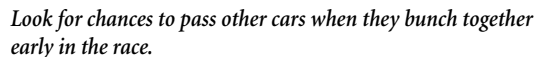
Kudos Challenge Levels



14

*primagames.com*

**LAPS: 2**



*Take advantage of wide turns to slide your way to extra Kudos.*

## Race 4: London, Trafalgar

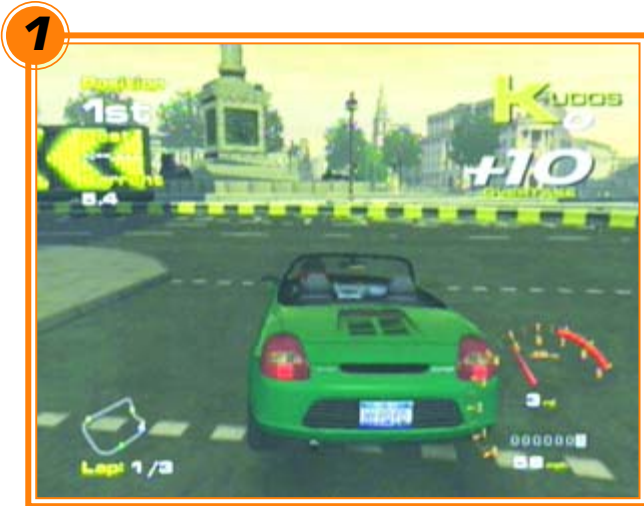
### ONE ON ONE

DUKE OF YORK: 0.5 MILES

TARGET: Z3 ROADSTER 3.0i

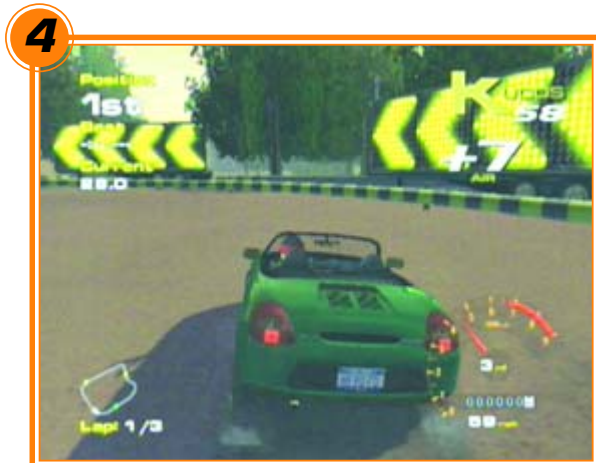
LAPS: 3

This is an old-fashioned showdown, just you and a Z3 racing around Trafalgar Square. The track is short, rectangular, and deceptively tricky. The layout includes steps where you can catch some serious air, and a tight squeeze between narrowly spaced pillars. Don't oversteer, and avoid collisions with the many stone walls. Come out on top after three laps to complete the Introduction level. If you have trouble finishing this challenge, trade in some of your Kudos bonus for a head start.



Coming out of the pillars, the Z3 likes to swing wide, so this is a good opportunity to cut inside and take the lead.

This left turn offers plenty of room for sliding. Just make sure you move to the right before you reach the statue.



You can get airborne coming down the steps, which is not a bad thing, just as long as you regain control for the hard left immediately after you land.



### LEVEL 2: **AMATEUR SEASON**

Like the Introduction level, earn four medals to advance to San Francisco. Three races are against AI cars, so your driving skills must be sharp.

#### Race 1: Tokyo, Shibuya

##### HOT LAP-SINGLE

JIMAN LOOP:	0.7 MILES
TARGET:	35 SECONDS
LAPS:	3

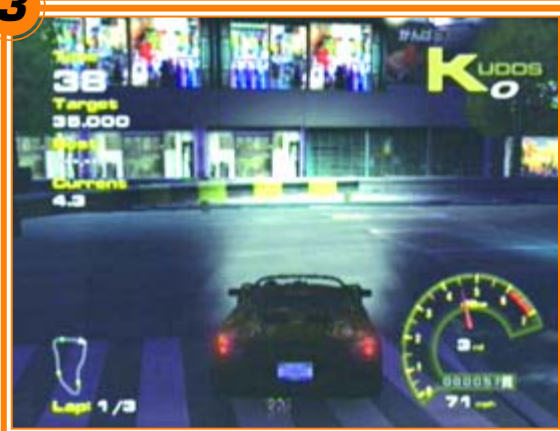
This nighttime loop flies through Tokyo's narrow streets. Two sharp rights at the top of the track are the biggest challenges, especially if you come in too fast and bounce off walls. If you face the wrong way, you'll waste valuable time trying to turn around on the narrow street.



The first right turn comes up quickly. Accelerate through the turn, stay right, and clip the sidewalk. It slows you down just enough to complete the turn while maintaining your speed.



The second right is much tougher, because you can reach a higher speed on the straightaway. Timing is critical. Hit the brakes as the road dips down. Whip around the turn, and stabilize your car as you regain speed through the straightaway and gentle chicane.



The hard right U-turn at the bottom of the map can catch you by surprise. Brake and then powerslide around the turn. You have room to drift left coming out of the turn, so don't cut the turn too sharply.



## Race 2: London, St. James Park

### OVERTAKE CHALLENGE

QUEEN VICTORIA MEMORIAL: 0.3 MILES

TARGET: THREE CARS

TIME LIMIT: 1:15

Get ready to slip and slide around St. James Park. The road is slick from rain, so maintain a steady speed if you don't want to play billiards with walls and guardrails. The roads are wide, so you can rack up serious Slide bonuses. You should pass three cars in the first lap, but don't relax. If you spin out, the field will pass you, and you must overtake three cars again before your time runs out.

1



The rain-slicked roads offer opportunities to show off your slide. Prolong each slide as long as possible to increase the bonus.

2

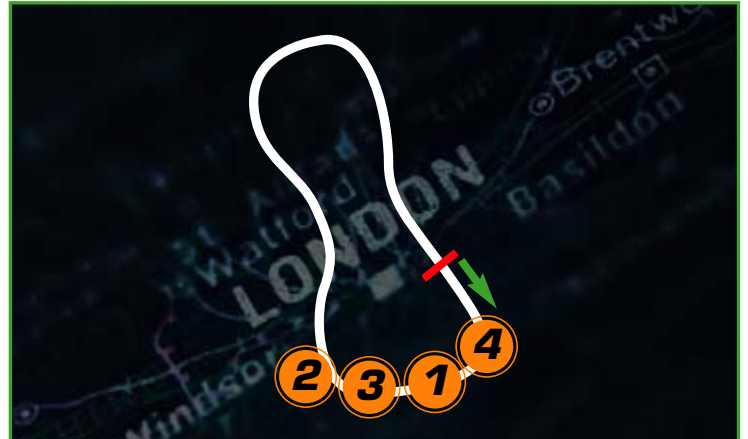


Combine a slide with passing, a 360-spin, or running a clean section for a hefty combo bonus.

## TIP

Slow speeds and slippery roads create a perfect environment for contact. Look for an inside position, and then bump other cars out of the way.

Use sidewalks to gain an inside position. The curbs are low, and you can go up and down without losing speed or stability.

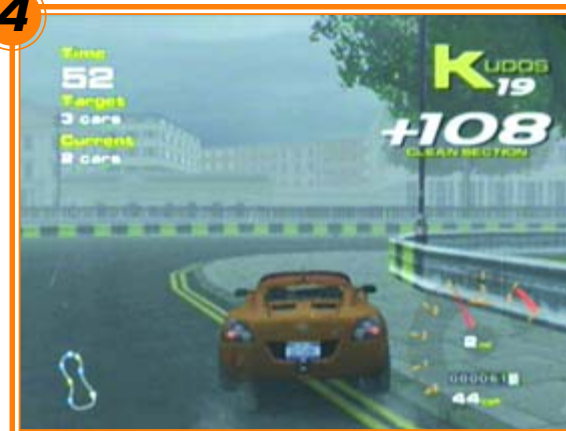


3



Stay inside on most turns, especially the first one, where you can pass your first car early.

4



It doesn't take a tour guide to know you're in San Francisco. This race is sheer adrenaline from start to finish. You are airborne off every downhill crest, and you must flatten the accelerator to squeeze out every ounce of power going up. The trick is to keep your car pointed in the right direction after flying over hills and around tight curves. If you get turned around on these narrow streets, you might as well restart, because the rest of the field will disappear.

### Race 3: San Francisco, Fisherman's Wharf

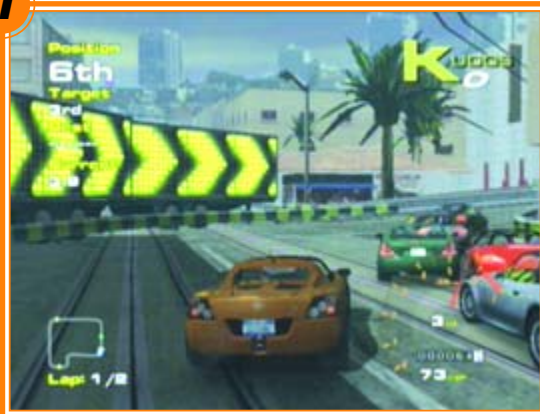
#### STREET RACE

BEACH STREET: 1.0 MILE

TARGET: THIRD PLACE

LAPS: 2

1



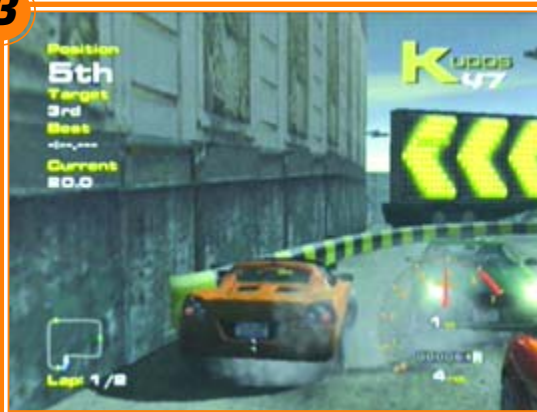
The race begins in the middle of a short, downhill straightaway. All cars reach the first turn at the same time, so you must drive aggressively, fighting your way out of the pack.



2



3



Control is the key on Beach Street. If you spin out in a crowd, other cars will knock you around like a ping-pong ball. You'll be in big trouble if you're heading the wrong way when the dust settles.

4



5



The downhill stretch begins at the bottom of the map and heads north. Put the pedal to the metal, and catch plenty of air all the way down, but brake hard for the right turn at the bottom.



Winning in Central Park requires constant balance between speed and control. The long straightaway is enticing, but it can be dangerous if you hit the turn at high speed. If you make it to the third position after the second lap, drive conservatively, especially through the two hard lefts at the bottom of the map. A spinout in either turn costs you the race.

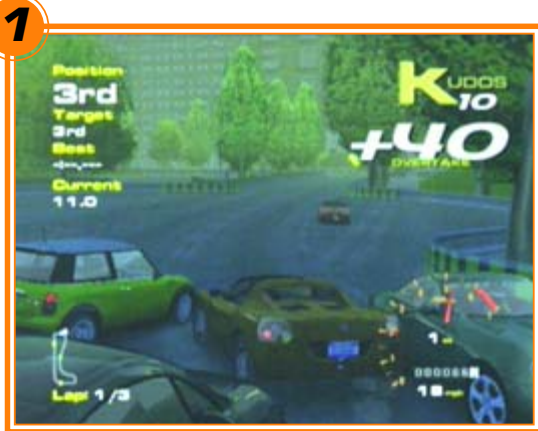
## Race 4: New York, Central Park

### STREET RACE

CENTRAL PARK: 1.1 MILES

TARGET: THIRD PLACE

LAPS: 3



The pack heads north toward the first left turn, where bumping can get pretty nasty. The turn empties out into a wide circle; if you fight your way out of the jam, you should be second or third as you exit.



After a long straightaway, the hard left in the southwest corner is treacherous if you take it too fast. Brake early and powerslide through the turn; there's plenty of room to drift right as you exit.



A left turn in the southeast corner takes you toward the start/finish line. The gentle chicane is easy to take at top speed. However, you will hit the hard left in the northeast corner at a much higher speed than at the beginning of the race. If you hit the walls (which you will if you take the turn at 100 mph!), your car will spin wildly. Fortunately, you can regain control in the circle before exiting.





### Race 5: New York, Wall Street

This is the first race that introduces blocking as a technique. The short kidney bean-shaped track circles Wall Street on extremely narrow streets. When you have the lead, you can make it almost impossible for the trailing car to pass, unless you lose control in a turn. If you fall behind, look for opportunities to cut inside the Boxster, especially in the corners.

#### ONE ON ONE

WALL STREET TOUR: 0.6 MILES

TARGET: BOXSTER S

LAPS: 3

1



The race starts in the northwest corner. You should easily take an early lead on the long, gentle bend to the left.



2

Watch out for the first turn, a nasty left at the southernmost tip of the map. We like the outside position, but stay away from the guardrail to beat the Boxster to the narrow street that follows..



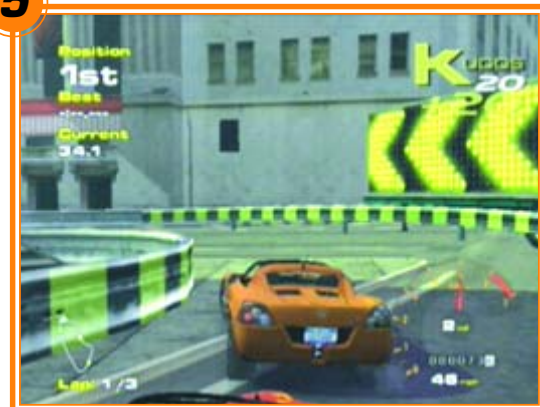
3



4



5



Your next big test comes at the top of the map, where you turn left and head toward the start/finish line. Take an extreme inside position, and then quickly center the car, accelerating through the finish line and down the gently curving straightaway. Remember the inside position when

you hit this turn on the last lap, because the Boxster is right on your tail.

# LEVEL 3: **SAN FRANCISCO**

The stakes go up considerably in the San Francisco level. Earn six medals to advance to London, and get your first look at the Total Laps Challenge. More importantly, the computer competition is tougher.

What looks like a simple rectangular track is a nightmare, with four nasty 90-degree turns and a switchback that goes up and down a narrow, twisting street. Winning this race depends on how well you brake, powerslide, and accelerate. There is no room for mistakes, so run a clean race to keep your lap times down.



as you approach the corner, and cut inside across the sidewalk. This helps you get up speed as you cross the starting line and continue down the long straightaway.



Turn two is your first true powerslide. It's dangerous to wait too long, because you must compensate for extra momentum from driving downhill. Start the slide in advance, to square your car with the straightaway when you reach the middle of the turn.



## CAUTION

To earn Kudos for a powerslide, complete the slide without touching walls. The points might pile up as you slide through a turn, but if you fail to release soon enough and hit the wall coming out of the turn, your slide Kudos go up in smoke.

Taking the switchback at any level of speed requires a staccato rhythm of brake, hand brake, and accelerator as you whip the car around the tight 180s.



Stay left of center as you approach turn three. Any farther to the right, and you slide into the wall coming out. Start the slide early, but because of your speed, come out of it as your car clears the corner. If you don't, you'll drift into the far guardrail.



## Race 1: Fisherman's Wharf

### HOT LAP—SINGLE

THE SWITCHBACK: 1.0 MILES

TARGET: 54 SECONDS

LAPS: 3



After starting slides early for turns two and three, use the opposite strategy as you drive "uphill" into a left turn that takes you to the switchback. Wait until the car noses into the turn before initiating the slide. Driving uphill acts as a natural brake, so don't use the brake going in; ease off the accelerator.



### Race 2: Financial District

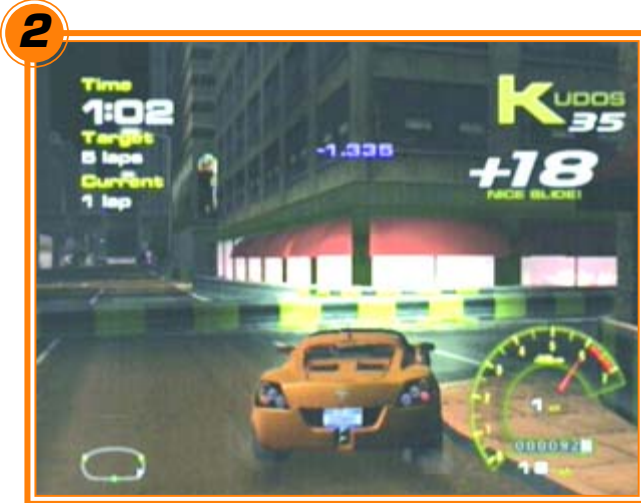
The object is to go around fast for at least five laps. You can bounce from wall to wall and get your laps in, but if you want to earn a medal, slide around corners without making contact.

#### TOTAL LAPS CHALLENGE

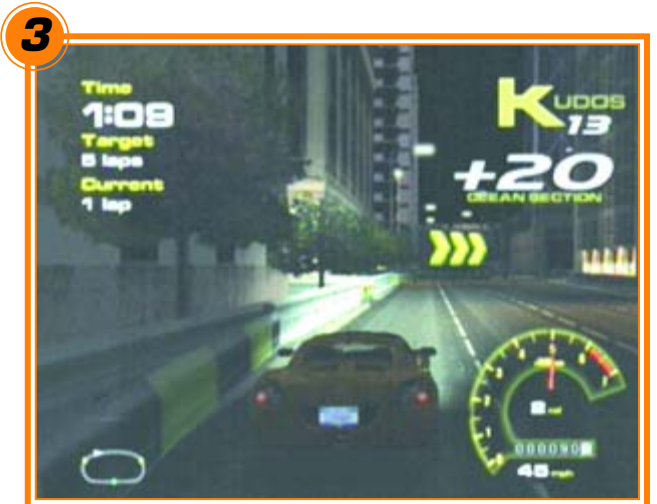
HALF BLOCK:	0.2 MILES
TARGET:	5 LAPS
TIME LIMIT:	1:30



To maximize the powerslide, pick up speed in the straightaway, then use the hand brake to extend the slide without slamming into the wall.



Use the sidewalks to add extra room on the curves.



Avoid the guardrails to earn a Clean Section bonus.



Start the powerslide early in the turn, and keep it going into the straightaway to earn Combo bonuses.



## Race 3: Pacific Heights

### OVERTAKE CHALLENGE

OCTAVIA NORTH: 0.5 MILES

TARGET: 3 CARS

TIME LIMIT: 2:00

This half-mile oval runs up and down the hills of San Francisco, offering the best opportunities for air time so far. The field is fast, and you must run a near-perfect race to pass three cars. Because of the speed on the straightaways, use quick, precise powerslides, or your car spins wildly out of turns. Don't get discouraged if you still run behind the pack after the first 30 seconds. The first car is the toughest, but the last two run close together. If you catch one, you have an excellent chance of passing the other.

1



2



Powerslide through the first turn, jam on the gas, and catch air to pick up extra Kudos. Brake when you reach the top of the hill, or risk going airborne on the turn and crashing into the right-hand guardrail.

3



Brake early for the next right. Execute a quick powerslide around the corner, or lay off the hand brake and take the turn on two wheels.

4



It's a wild ride down the hill. If you don't go too fast, a tap of the hand brake wraps the back end around the corner. If you come in too hard, the left-hand guardrail cooperates, bouncing you to the middle.

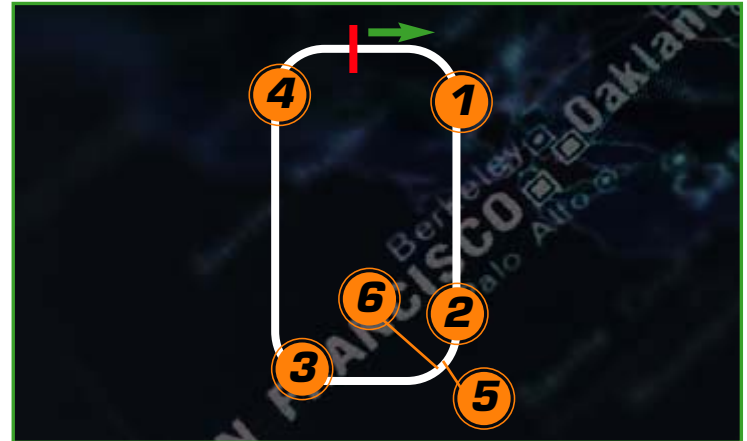
5



6



As time runs out, other cars block you going around corners. If you have the inside position, blast through the corner. If you are on the outside, brake and slide around other cars, but watch your speed. You cannot afford to hit walls with 30 seconds left.



### Race 4: Pacific Heights

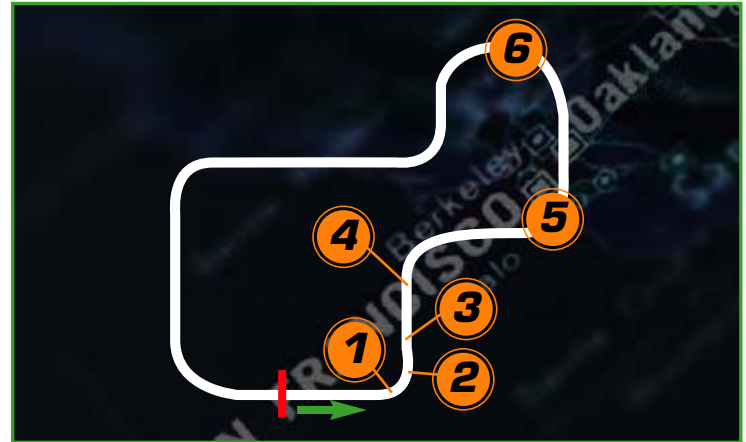
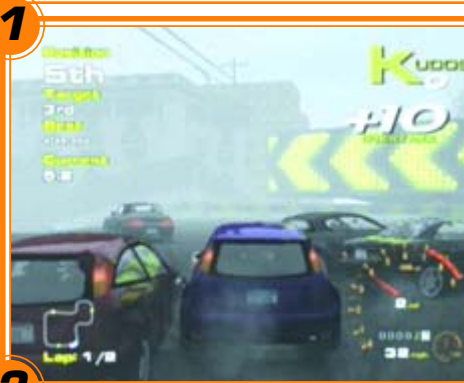
#### STREET RACE

BUCHANAN STREET: 1.0 MILES

TARGET: THIRD PLACE

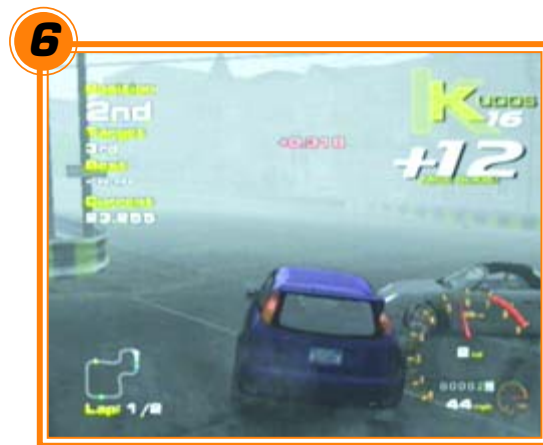
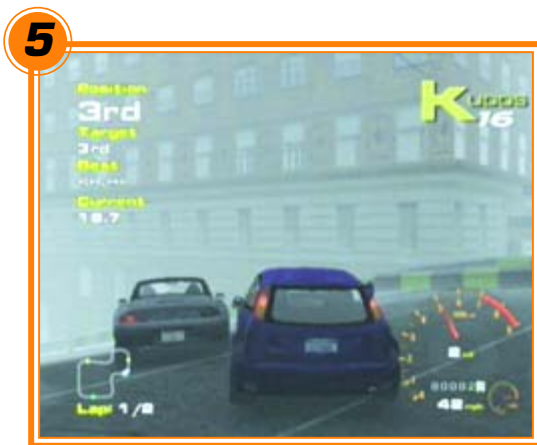
LAPS: 2

When the fog settles over Pacific Heights, you play peekaboo with the turns. This race demands quick taps on the brake and hand brake instead of long powerslides. Cars bunch up early, so drive aggressively to push through the pack.



The first half of the track consists of five turns in rapid succession, so it is difficult to pull away from the pack. Stay close as you approach the first turn, and look for an opening as lead cars bump each other.

After the first turn, squeeze through a narrow, downhill street. Accelerate out of the turn early to pick up a Two-wheels bonus. You should catch air midway down the hill.



The first opportunity to move up comes after turn three, a left-hander that exits downhill. Other cars stay right, so you have an opening to the inside.

Turn four is the toughest on the track. Cars must negotiate a tight left-hand turn after gathering speed downhill, and some drivers (not you, of course) lose control. Seize the moment and slide by the less fortunate.



## Race 5: Financial District

### STREET RACE

FERRY DOCK:	1.5 MILES
TARGET:	THIRD PLACE
LAPS:	2

This long course has two challenging chicanes and an extensive straightaway along the Embarcadero. Stay off the hand brake, and don't oversteer through the chicanes. Save the hand brake for big powerslides when turns empty onto wide streets. Otherwise, tap the brakes and slide enough to take short curves without losing control.

1



2



Stay to the right to pass most of the field as you wind through the chicane and turn left onto the straightaway. Don't let up; the other cars are on your tail.



3



4



5



The second chicane on the west side begins with a hard right. The turn is narrower going in than coming out, so slide; you have room to correct on the other side.

### TIP

Extend a slide and pile up points by lightly tapping the brakes as you move through the turn. This keeps you away from walls, but does not stop the slide.

6



A short, quick slide gets you out of the second chicane. The sidewalk is there if you need it.

Don't oversteer turning left off the straightaway. You are at maximum speed, and a hard slide will send you headfirst into the guardrail. When you recover, your lead will be history.

The default race setup gives you a 10-second head start, but you cannot earn a Kudos bonus. Adjust the setting to an even start to earn an extra 400 Kudos. The uphill and downhill straightaways on Hyde Street are long enough to get you in trouble going into one of eight 90-degree turns. Use the brakes and slide tightly around corners. The Cosworth loves to beat you on the inside, so don't swing widely around turns.

### Race 6: Fisherman's Wharf

#### ONE ON ONE

HYDE STREET: 1.1 MILES

TARGET: FOCUS COSWORTH

LAPS: 2

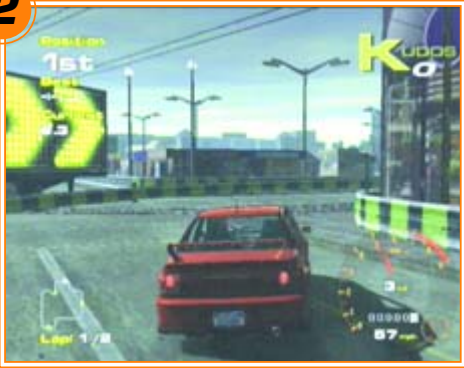
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If you are running evenly, take the lead in the first turn. Stay inside, but get ready for the Cosworth to ram you into the guardrail.



2

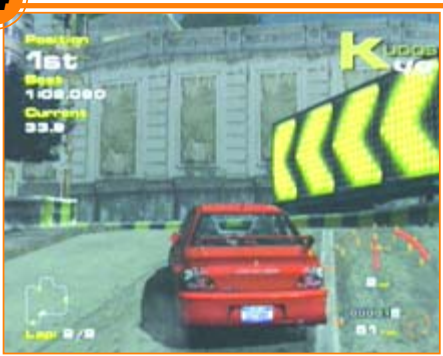


As on most right turns on Hyde Street, the Cosworth is on your bumper, so cut the corner close enough to maintain position.

3



4



The right turn at the southeast corner takes you uphill. Fly up the hill, but be prepared for the Cosworth to make an inside move at the top. Brake early and make a clean left turn. Too much speed results in a fatal spinout, especially in lap two.

5



6



How you handle the wild ride down Hyde Street in the second lap determines the outcome. Depending on your car, you reach 80 to 100 mph on the hill, so it is easy to overshoot the turn. Start braking before the last jump (continue braking in the air), or you may hit the turn too fast, spin out, and allow the Cosworth to pass. A safe speed is around 50 mph. After nailing the turn, you are home free. Drive cleanly through the last U-turn to the finish line.



# LEVEL 4:

# LONDON

The London Kudos Challenge introduces four formats: Timed Run, Hot Lap—Average, Style Challenge, and Top Speed Challenge. This level also includes the first four-lap race. Seven medals advance you to Tokyo.

## Race 1: St. James Park

### HOT LAP—SINGLE

DOWNING STREET: 0.7 MILES

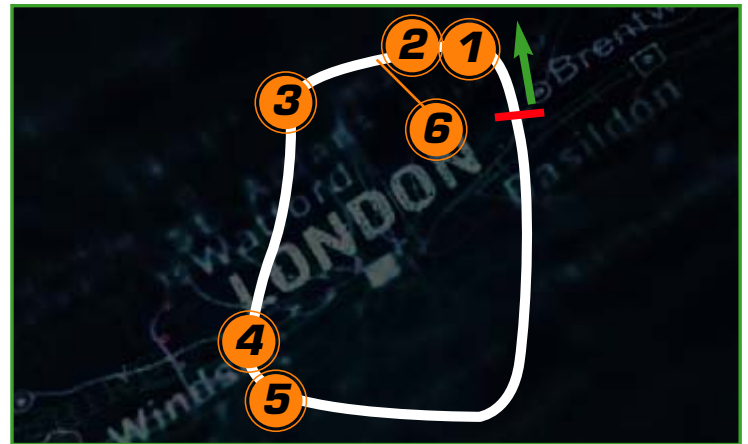
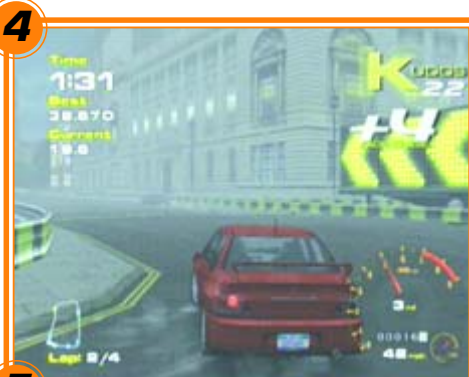
TARGET: 2:30

LAPS: 4

This delightful spin around Trafalgar Square goes past the statue of Charles I, the prime minister's residence at Number 10 Downing Street, and Big Ben. But you must do more than sightsee to beat this course in the allotted time. Rain keeps roads slick, so don't careen around the course at top speed. There's room for sliding, and slide you must to stay off walls and earn a medal.



This is one of the coolest slides in *Project Gotham Racing*, but it takes practice to slide at the right angle to fit between the gatehouses and through the narrow passage.



The second left turn is less treacherous, and you have room on the other side if the powerslide breaks loose coming out of the turn.



Turn number three at the southwest corner presents another opportunity for a prolonged slide. Cut the corner close on the inside so you have room to extend the slide to the right as you exit the turn.

## TIP

Don't forget about the weather; a slight tap on the hand brake starts a powerslide in the rain.

After the first lap, you hit the opening turn much faster, so control the slide and slip through the passageway without kissing walls. On the final lap, you also have the added challenge of squeezing by other cars.



### Race 2: Westminster

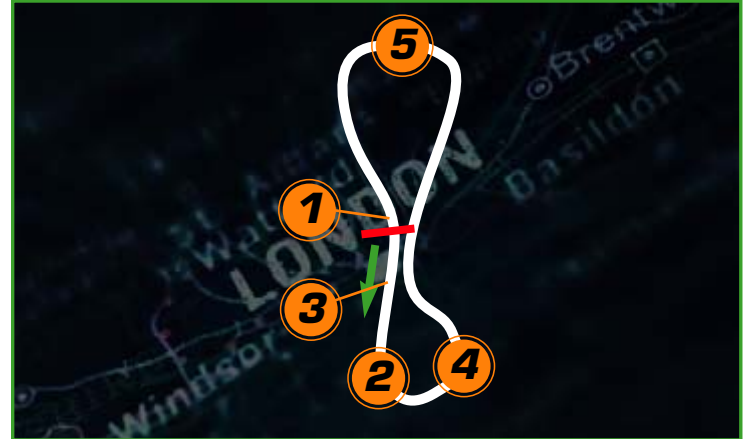
This separated figure eight course is short, but the two sections seem like different tracks. The first oval is fast. Stay on the accelerator, periodically tapping the hand brake (without backing off the gas) when the front end starts to get away. Each tap brings the car's rear end around, keeping you pointed into the turn. The bottom half of the eight is slower, because the oval is smaller. If you go too fast, you bounce from side to side all the way around. Slow down and use the hand brake to slide smoothly in and out of curves. If you stay off walls, you'll have no trouble averaging 27 seconds per lap. If you beat 27 seconds, you'll earn an extra Time bonus.

#### HOT LAP—AVERAGE

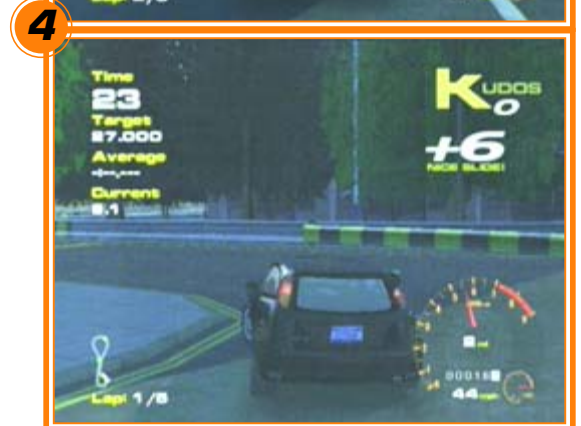
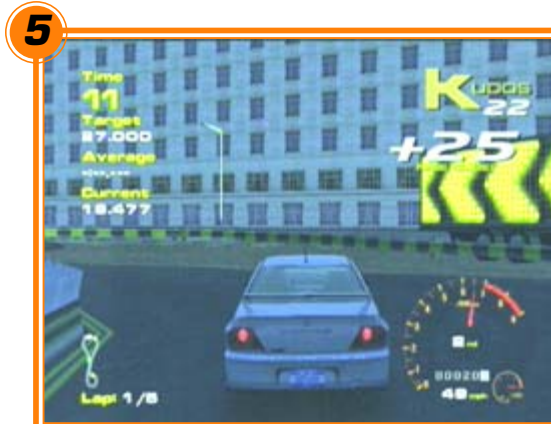
WATERLOO STATION: 0.4 MILES

TARGET: 27 SECONDS

LAPS: 5



The race begins in the upper oval, following a long, wide turn to the starting line before shrinking to the lower, more confining oval. The first left in the lower oval is tight, so get ready for a short, crisp slide.



After you enter the lower oval, staying clean is a major challenge. Sneak in slides, but stay in control, because the guardrails are tight.

The best spot for slide points is at the top of the upper oval. The wide road allows you to break loose and set up prolonged slides around the corner.



## Race 3: Trafalgar

### STYLE CHALLENGE

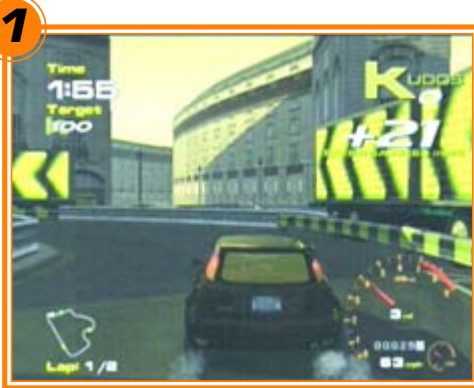
REGENT STREET: 1.0 MILES

TARGET: 100 KUDOS

LAPS: 2

TIME LIMIT: 2:00

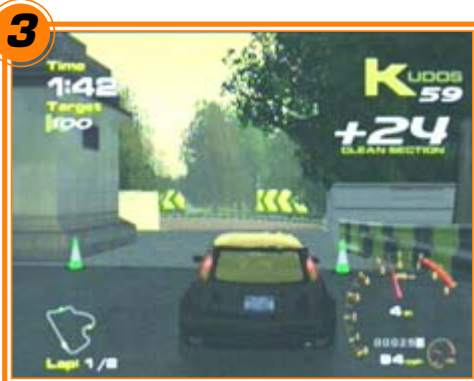
Strut your stuff through the cone gates and wide turns of Regent Street. Although it is easy to top 100 Kudos, balancing acrobatics with beating the time limit is tricky. Stay off walls, and slow through cone gates. You may lose a few Kudos, but the time loss from hitting a wall is more damaging.



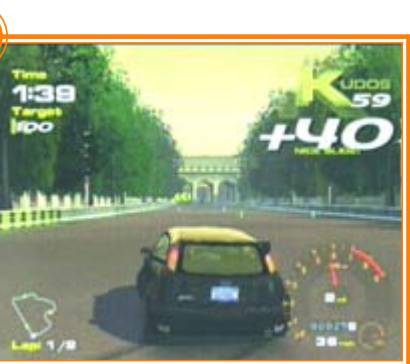
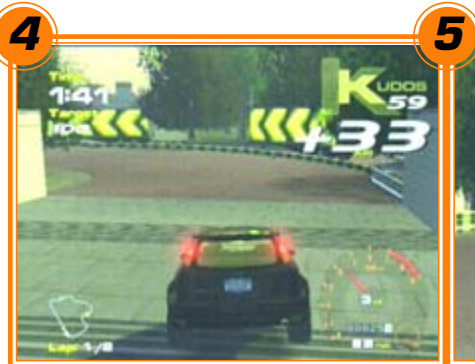
From the starting line, speed through the first pair of cone gates for an easy 20 points (more if you squeeze in a slide). Get ready for the first slide when you pass the cones.



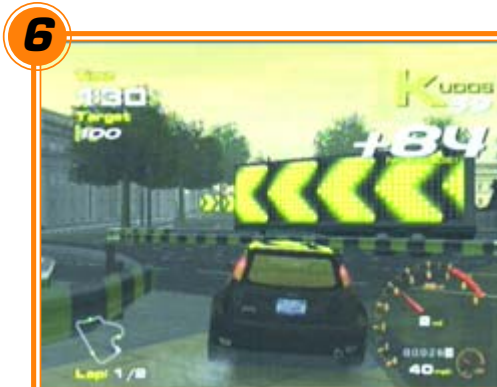
You have nothing to do on the first part of this straightaway, but go fast through the first cone gate. It is a gentle bend to the left, with little danger of losing control.



Go hard past the statue of Charles I and through a single pair of cones. Keep up your speed for maximum Kudos.



OK, the free ride is over. Slow down slightly as you pass Nelson's Column. Don't stop, because you want to catch air on the steps. However, if you come through at top speed, you careen into guardrails, losing an opportunity for a serious powerslide on the left turn at the base of the stairs.



The east side of Regent Street is almost all curves, but the road is wide enough to slide back and forth and rack up serious Kudos.

### Race 4: Westminster

If you feel the need for speed, this is your race. Do more than go fast, though, because it takes several clean powerslides on each loop to rack up enough points for a medal. The straightaway is narrow, so hitting your speed will not be easy. Don't make big adjustments to the wheel at 100+ mph, or you could veer into the wall.

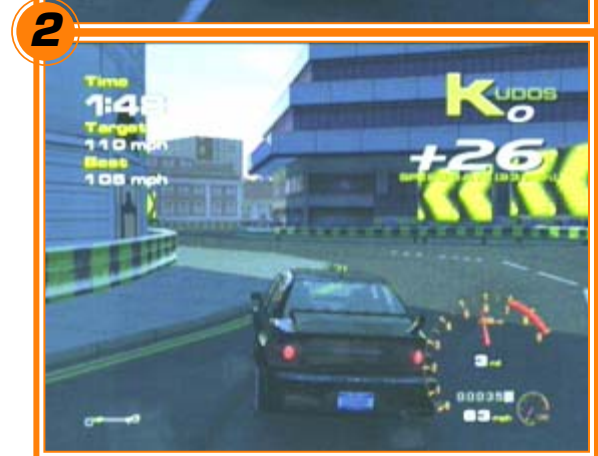
#### TOP SPEED CHALLENGE

WESTMINSTER BRIDGE: 1.1 MILES

TARGET: 110 MPH

LAPS: 2

TIME LIMIT: 2:00



Top 110 mph with any car in Project Gotham Racing except the MR2 Spyder, although it may take until the second straightaway with slower cars. Whether you top 110 on the first run or not, you must still nail a powerslide and other maneuvers to pick up Kudos at the end of the straightaway. Stay between the cones at the end to pick up a Speed Gates bonus as you head into the turn.

When you milk everything you can from a powerslide, don't blow it by slamming into a wall at the end. Stop if you can't make the correction in time.



It's easy to get carried away on the straightaway and lose control on the curves. Don't sacrifice a 35-point Clean Section bonus to squeeze out a few extra mph.





## Race 5: St. James Park

### STREET RACE

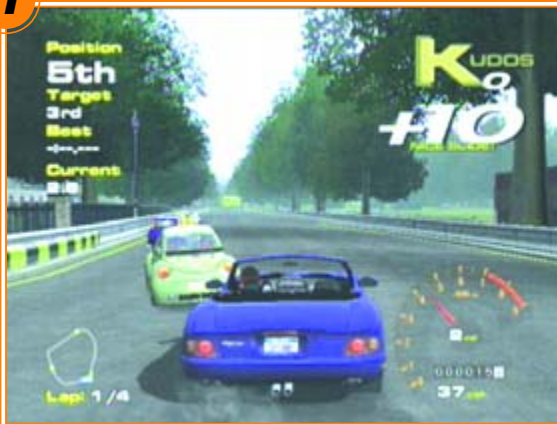
HORSE GUARDS: 1.0 MILES

TARGET: THIRD PLACE

LAPS: 4

If you survived Street Races until now by bouncing off walls, prepare for a wake-up call. Horse Guards demands that you run a clean race, because AI cars leave you in the dust *every* time you kiss a wall. Additionally, several tricky transition roads demand precision steering to avoid playing auto-billiards with fences and guardrails. So control your speed, plan the turns carefully, and don't get carried away with powerslides.

1



Don't fall asleep at the starting line. The other cars take off like a shot around the first curve, so fight for position to move up at least one place before hitting the wide northbound straightaway.



2



3



4



The hard right turn, transition road, and bridge pictured here comprise one of the most difficult sections of the track. At the hard right onto a gravel road, you barely have time to stop sliding before the road feeds onto a narrow wooden bridge. If you lose control, any car trailing you pushes you out of the way and passes you on the bridge.

The long right turn at the top is the make-up window. If you gave ground on the bridge, take it back with a fast powerslide to the inside.

5



If you gain on the field, you can beat at least one car to the bridge on the second lap. Center your car before you reach the bridge to block cars behind you, even if you must slow down.

6



Again, you will win or lose this race on the bridge, so don't be surprised if a rival car beats you across on the last lap. Stay close and make your move to the inside on the long northbound straightaway at the top. The remaining roads are wide, so you should maintain the lead to the finish line.

### Race 6: Trafalgar

This nighttime jaunt through Trafalgar Square is fast and loose, with only two nasty turns, both at the top of the map. Excellent lighting, courtesy of the businesses in Trafalgar Square, contributes to this fast track. However, a few surprises come up, including a strategically placed statue that splits the road into two channels. Also, drivers are aggressive on Charing Cross, so guard your position tenaciously, or you are pushed aside and shuffled to the back.

#### STREET RACE

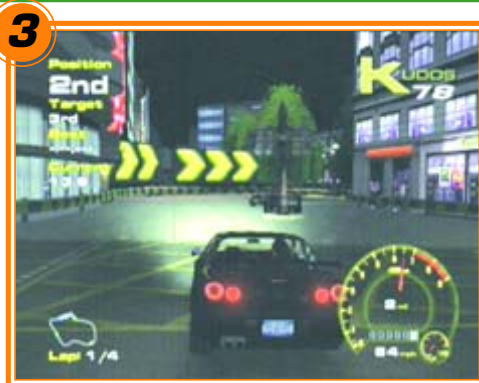
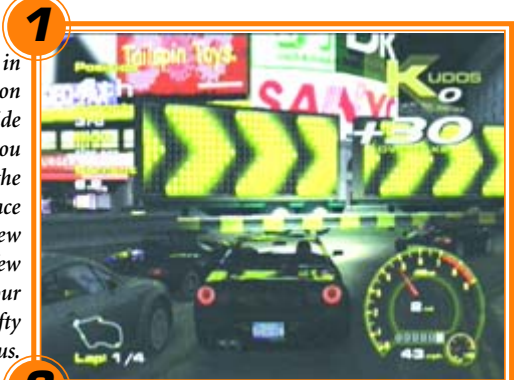
CHARING CROSS: 0.9 MILES

TARGET: THIRD PLACE

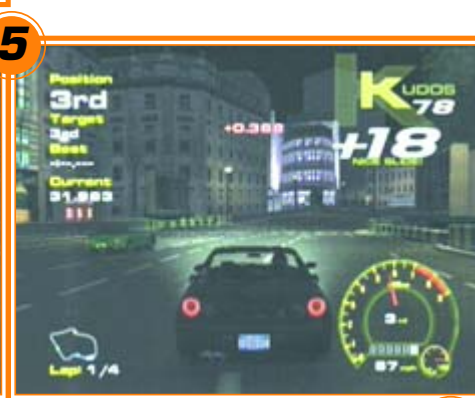
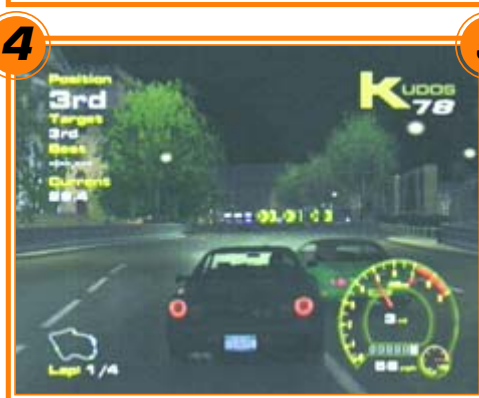
LAPS: 4



Cars bunch tightly in front of the Sanyo sign on the first turn. The inside position is best, and you should come out of the turn in third place (although your brand new paint job picks up a few dings). If you pass four cars, you receive a hefty Overtake bonus.



The aforementioned statue appears at the very top, where the course takes a sharp left/right break. The left side of the statue is preferred, because it nicely sets up your car for the right turn that follows.



At the northeast corner, the course takes a long, wide turn, and this is where AI cars catch up. Watch your position and powerslide to maintain speed through the turns. Look for an inside position as you turn right at the southeast corner.



#### TIP

Pile up points on a slide by accelerating while the car is still sliding. The faster you move forward while the car is sideways, the more Kudos you earn.

A great sliding opportunity is in the right turn past the start/finish line. The exit angle is relaxed and the road is wide, so accelerate early out of the turn without worrying about walls.



## Race 7: Westminster

### STREET RACE

THAMES CHALLENGE: 1.7 MILES

TARGET: THIRD PLACE

LAPS: 3

The Thames Challenge track is a misshapen rectangle with four pinched corners. The course is wider at the top, with three long, fast sides and a shorter link at the bottom. You can reach dizzying speeds on the long straightaways, but how you handle the tight corners determines your success.

1



You'll be amazed at how banged up your car gets in the first 15 seconds. Hang tough, pick your spot, and look for openings when rival cars drift widely going into the first turn.

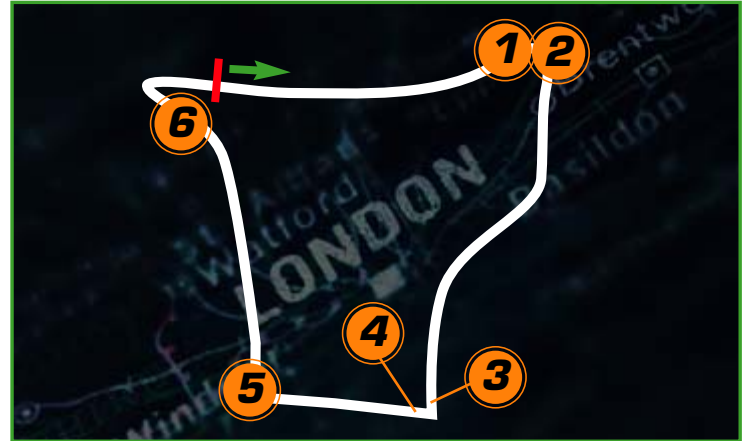
2



4



6



3



This nasty right-hander tests your nerve, as AI cars scramble for the inside position. Don't be surprised if you temporarily drop to the back. But you can't give in. Tuck your car tightly around the corner to create opportunities to move up.

5



The tight dip at the southeast corner is tough, made more difficult by a hard left-hand exit onto the bridge. Keep the lead position going over the bridge, because the ensuing straightaway is not long enough to make up lost ground.

Another nasty turn whips you around to the north. This turn is often crowded during the first lap. With so many cars trying to stay pointed in the right direction, something's got to give.

Before returning to the start/finish line, negotiate a sharp U-turn in the northwest corner. Expect plenty of contact. There's room to slide for Kudos, but be ready to cut it short when an AI car tries to run you into the wall.

### LEVEL 5: TOKYO

Breaking 48 seconds per lap is no easy task at Nishi-Guchi Mae. The straight sections come early, and after conquering a 180-degree turn at the northwest corner, you face tight S-curves followed by a nasty U-turn that takes you back toward the start/finish line. Quick braking and acceleration is not enough to win, so put your sliding shoes on.

The Tokyo Kudos Challenge features eight tracks, all but one under a mile. With the exception of the final competition at Taito-Ku, the relatively short tracks are built for speed, with long straightaways and only two 180-degree turns. However, Tokyo's narrow streets can turn a standard right angle into an adventure when you barrel into the bend at 100+ mph. Precision and high-speed cornering is required to advance to New York.

### Race 1: Shinjuku

#### HOT LAP—AVERAGE

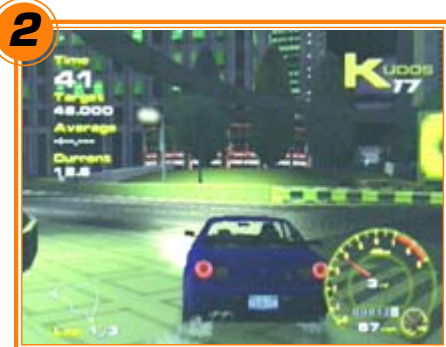
NISHI-GUCHI MAE: 0.9 MILES

TARGET: 48 SECONDS

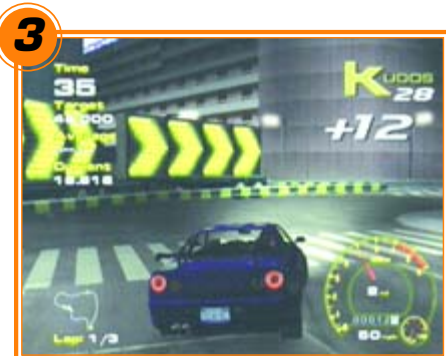
LAPS: 3



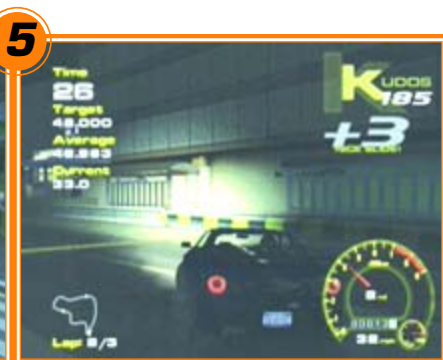
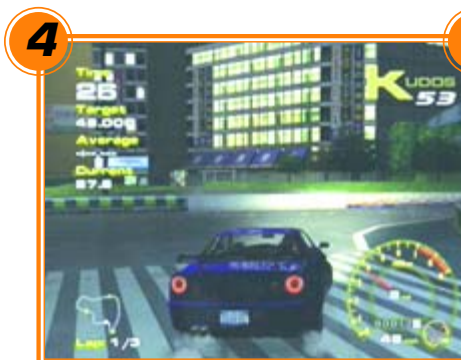
The second turn is sharper than the first, so start the slide earlier. You should earn moderate Kudos, but don't get too carried away on the short straightaway that follows, because another left turn comes up.



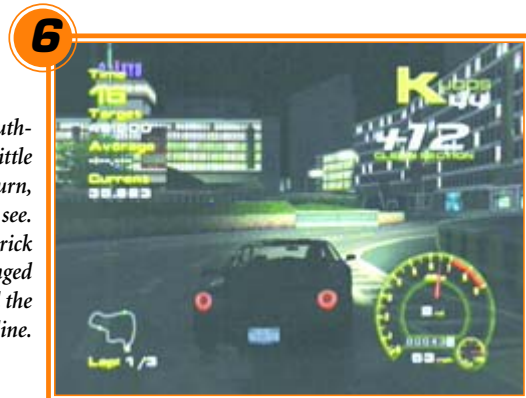
Don't cut in too quickly on this turn, or you might catch the left raised cement wall.



This is the first of a right-left-right sequence. Keep the slides short or you lose too much time.



This turn empties into a narrow street. The lack of lighting causes you to make a sharp turn at the last second, and if you cut the corner too close, you ram the right cement wall. You can see in the second screen that the next left is just as tricky, because there is no overhead lighting. You can only see what the headlights show, and sometimes it is too late to avoid a collision with the right guardrail.



After sliding out of the 180 at the southeast corner, you have one more tricky little jog to the right. Like the previous turn, poor lighting makes it difficult to see. Sneak by without touching the left brick wall, and enjoy the only prolonged straightaway as you barrel toward the start/finish line.



## Race 2: Shibuya

### OVERTAKE CHALLENGE

SHIBUYA EKI LOOP: 0.5 MILES

TARGET: 6 CARS

TIME LIMIT: 2:00

This tight little square is full of deceptive walls, exits, and cement girders designed to keep you guessing. You can even create your own course, but you'll be the only car on the track. The only way to know if you lost the way is to look at the inset map. If your symbol (the white triangle) is moving outside the course, you're in trouble. You must go fast to pass six cars in two minutes, but drive under control or you slip off the track and spend your time driving around. You can even take a wrong turn and end up behind cars you already passed!

1



Get off on the right tire, and take the very first right turn. You see one car ahead; stick to him like glue.



2



The lead car cuts between the first and second girders. A wide slide takes you outside the AI car and tucks you between the girders. Don't miss this turn, or you'll be way off course and lose precious seconds.

4



Shortly after making the turn, relax as you fly through one of the few well-marked stretches. Make a right at the next intersection, and you see the second car ahead.

3



After passing the first car, continue driving under the overpass. Turn right after the cement column (you can see its shadow in the picture).

5



As you continue, pick spots for productive powerslides to add to your Kudos total. A fast slide through the two girders mentioned above provides an excellent opportunity to extend the slide for maximum points.

## TIP

You go faster on each successive lap, so start the slides earlier.

This course passes through a cone obstacle course before passing through the Kaminarimon gate of the Kannon Temple. After entering, navigate an even tougher obstacle course, with a long speed gate followed by tight turns. Earning 100 Kudos is easy, but to earn 500 for a Bronze Medal takes split-second timing and the ability to fly through cones at top speed.

### Race 3: Asakusa

#### STYLE CHALLENGE

HOZOU MON MAE: 0.5 MILES

TARGET: 100 KUDOS

LAPS: 2

TIME LIMIT: 2:00

1



The course begins with a straight shot through the speed gate. But the free ride terminates at the end of the block, where you must slam on the brakes to negotiate a hard right turn to entering the cone obstacle course.

2



3



After weaving through cones, make another hard right onto a narrow street with more cones. This turn is easy to miss without a slide to slow you down and change direction. Don't slide by the opening.

4



This hard left takes you onto a wider street, and fortunately, the cones are on the right. This allows you to slide across the street and accelerate through the cone course. When you reach the end, you should have a hefty Speed bonus in the bank.

5



6



The long straightaway runs straight through Kannon Temple. Blast on the accelerator to pile up points through the speed gates, but slam on the brakes for a hairpin right turn at the end of the lane.

#### NOTE

Although you have two minutes to pile up Kudos, the race ends after two laps, so take a few spins around the temple before completing the second lap.

#### TIP

Pile up heavy Kudos on a single move by navigating the cone gates at the highest possible speed. Do this by sliding out of turns as fast as possible, which allows you to reach a higher speed by the course's end.



It's rainy in Tokyo, and that makes your job tougher. This short track has a long straightaway on the west side and six sharp turns on the east. Keeping your speed above 50 mph is easy, but earning 500 Kudos takes concentration. Just stay off the walls, keep your sliding speed up, and make it through the northwest and northeast corners.

## Race 4: Shibuya

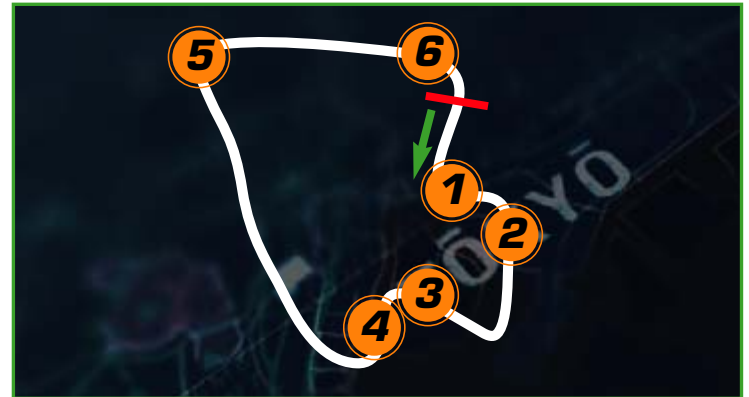
### AVERAGE SPEED CHALLENGE

MYASHITA KOEN MAE: 0.8 MILES

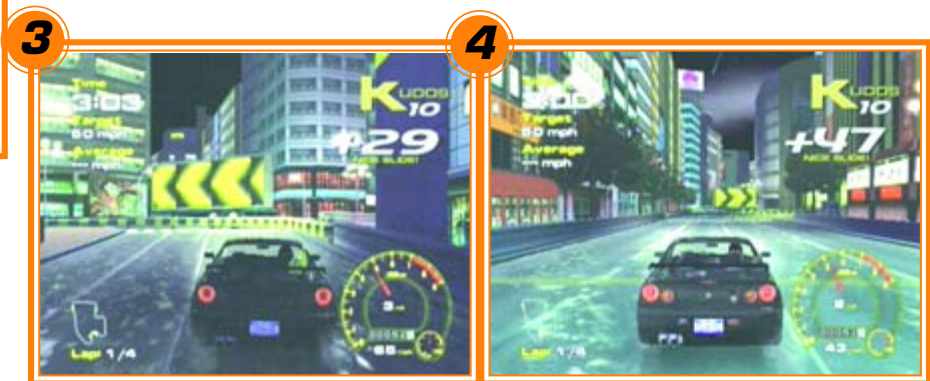
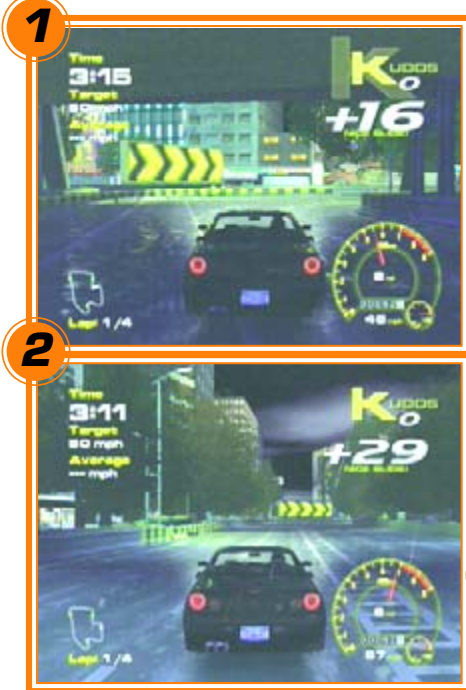
TARGET: 50 MPH

LAPS: 4

TIME LIMIT: 3:20



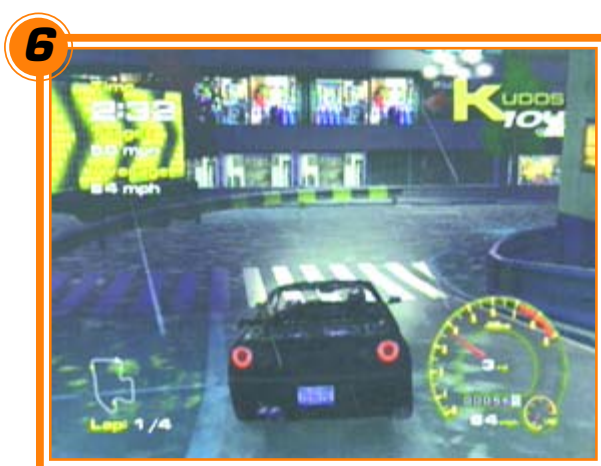
This is the first slide opportunity. The turn empties onto a wide street, so extend the slide as long as possible. Remember, as long as the Kudos total increases, the slide is still active. So keep on sliding!



If you come in wide and take this turn over 60 mph, you can cut hard and rack up big Kudos on the powerslide.



This is the toughest turn. A miss here takes away your speed going into the final turn. Brake early and cut close to the corner to avoid hitting the far wall. Even a small Slide bonus is better than hitting the wall and coming to a dead stop.



Keep momentum around this turn, but brake as you hit the crest of the hill, or your car careens into the far wall as you turn.

### Race 5: Shinjuku

This fast, jagged oval has two razor-sharp corners at the top and bottom. The west straightaway is pure speed, and while the east has only one modified chicane, a few concrete medians are troublesome if you don't pay attention.

#### STREET RACE

HIGASHI DORI LOOP: 0.9 MILES

TARGET: THIRD PLACE

LAPS: 4



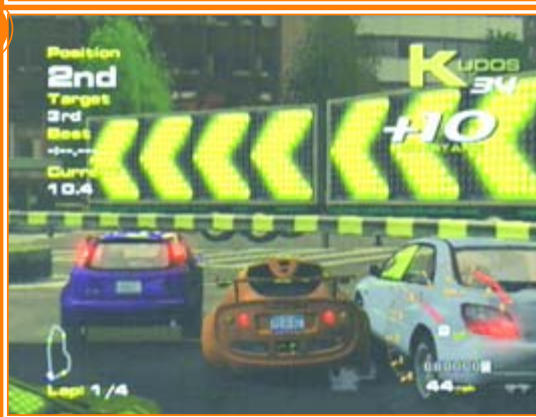
### CAUTION

This first turn is more dangerous the second time, especially if you are in the lead. Slow down to survive.

1



2



3



The next trouble spot is midway up the east side, where the road jogs left and right. Cars bunch up and drivers are aggressive, so don't get caught sideways. Put your nose right on the next driver's tail, and follow him around the bend.

4



The hard left at the top is tougher than the one at the bottom. Reduce speed, but protect your position, especially while coming out of the turn. Don't get knocked sideways, letting the other cars fly by.

5



As you accelerate down the straightaway, look for openings on either side, but get ready for the hard left at the bottom that takes you smack into a concrete median. The road splits into two narrow channels, and AI cars take the right side. Survive this turn by pushing to the outside.



Sumida-Gawa Loop features two dangerous transitions from four-lane to two-lane streets. At high speeds in a tight pack, these transitions turn into bumper-car matches, and the driver with the quickest reflexes wins. When you are first, perfectly align your car to maintain speed while avoiding walls.

1



2



Typical Gotham jostling takes place as you speed toward the first left-hand turn. A "soft" approach works best. Don't engage other drivers until you are in the turn, and then look for opportunities to sneak past a few while they are tangled.

## STREET RACE

SUMIDA-GAWA LOOP: 1.2 MILES

TARGET: THIRD PLACE

LAPS: 3

## Race 6: Asakusa



3



4



Take this turn at high speed if you begin from the left side and gradually turn. This is tough even with good positioning, because the alley only accommodates one car. Don't try to enter with another car at your side. Maintain speed, but watch out for the right-left jog as you return to the main road.

5



The left turn at the bottom is a good chance to move up, because AI cars often take the turn too fast. If you stay to the inside and avoid extended slides, you should overtake a car or two before reaching the narrow tunnel.

6



This is another tough left turn, but it is critical late in the race, because it sends you to the finish line. Watch out for AI cars sideswiping you from the left.

### Race 7: Shibuya

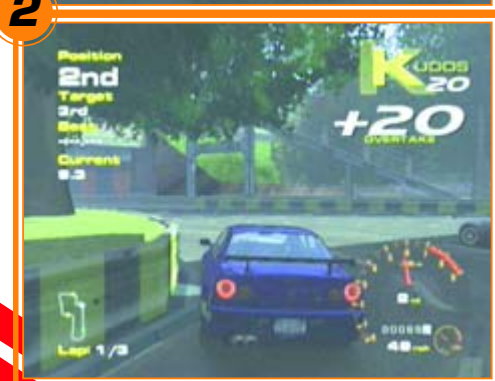
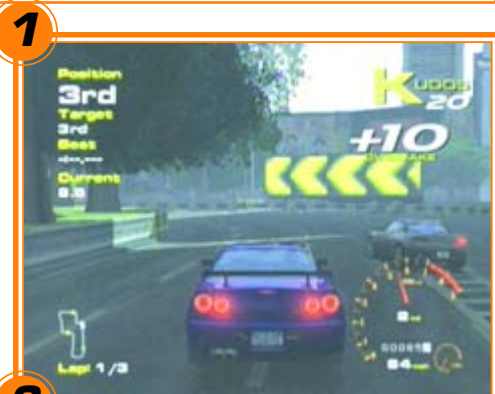
After a relaxing straightaway, the left-right-left at the top can turn this race into a demolition derby. If you survive this sequence, concentrate on quick slides and tight turns. Always maintain your position by keeping to the inside, especially on left-hand turns.

#### STREET RACE

KOEN-DORI MAE: 1.1 MILES

TARGET: THIRD PLACE

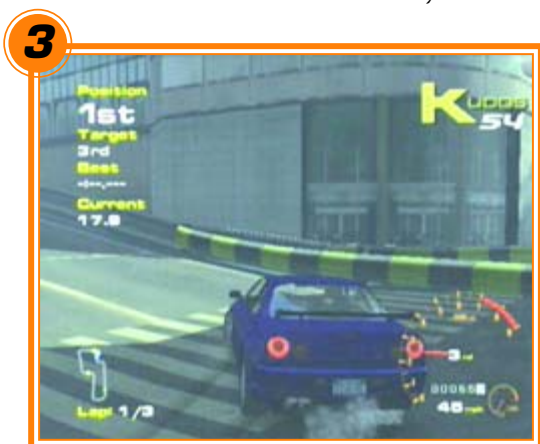
LAPS: 3



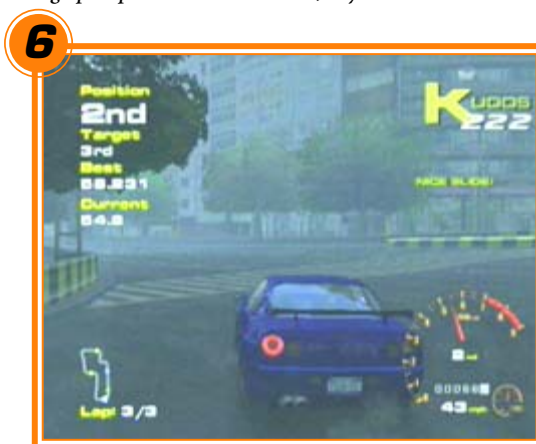
As you approach the first left turn, stay inside and drop your speed to control your drift. When you come out of the turn, slide right, and stay there for the next right turn.



If you lead, expect a challenge during the left-right sequence, midway down the west side. After the left turn, stay inside. The right turn coming up empties onto a wide street, so you have room to slide.



This hard left at the top can get away from you if you come in too fast.



This left turn takes you to the finish line. Slide more on the last lap to pick up extra Kudos, but keep your nose straight ahead for a fast finish.



## Race 8: Asakusa

### ONE ON ONE

TAITO-KU CHALLENGE: 0.8 MILES

TARGET: SKYLINE GTR

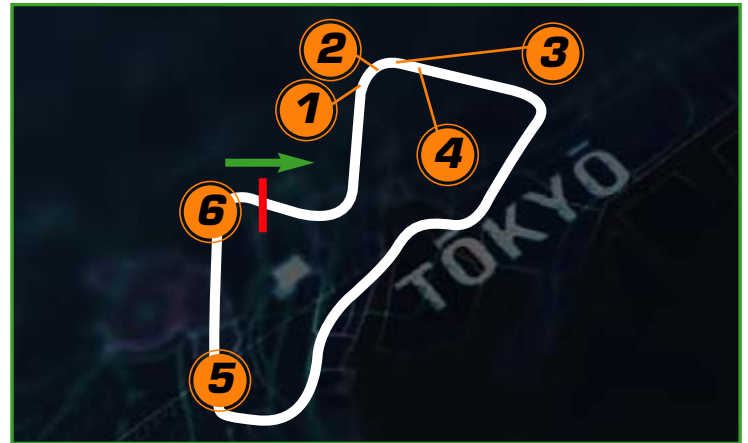
LAPS: 4

HEAD START: -10 SECONDS

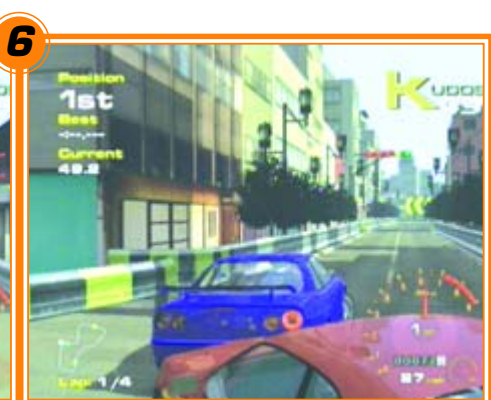
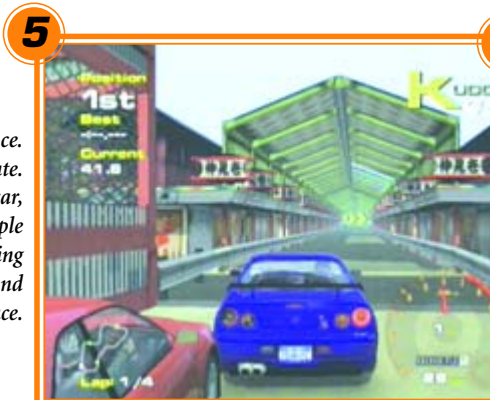
The temple section of Houzou Mon Mae includes two of the tight turns and narrow passageways that are scattered throughout this track. By default, this challenge gives you a 10-second head start, but drop that down to zero to earn a bonus of 600 Kudos. This also allows you to concentrate on defensive driving, rather than racking up Kudos, which is key to winning.



Beating your rival to the first turn is ideal, but not always possible. However, you can still take the lead. As you approach the second turn, let the other car drift left while you stay inside. Although you are in second place, the rival car loses speed when it cuts right. Then slip inside and take the lead. Even if the rival car rams you, it only knocks you ahead and around the corner.



Now you are in charge. Keep a close eye on the rival car, and do not let it pass. This is most difficult on the straightaways when you have more ground to cover, but if you stay alert, you can maintain the lead.



Your biggest challenge is at the temple entrance. As in Houzou Mon Mae, slide through the gate. If you get there first, you can block the rival car, although it can slip by as you exit the temple and turn toward the finish line. Continue using blocking maneuvers at each critical turn, and you win the race.

### LEVEL 6:

## NEW YORK

The New York Kudos Challenge features nine tracks and seven venues, beginning with a mammoth 1.9-mile romp around Central Park. This is serious city racing, with six races in and around Wall Street and Times Square.

This nighttime course begins on Central Park West, turning back into the park at Columbus Circle (which produces long slides!). After a brief exit onto Central Park South, the course turns left on Fifth Avenue for another straightaway, past the Plaza Hotel, and returns to the park via the 65th Street Transverse Road. After going past the Children's Zoo and through several short tunnels, you end on Central Park West for two more laps. You need the straightaways on Central Park West and South, because the dimly lit park roads require slower speeds and intense concentration.

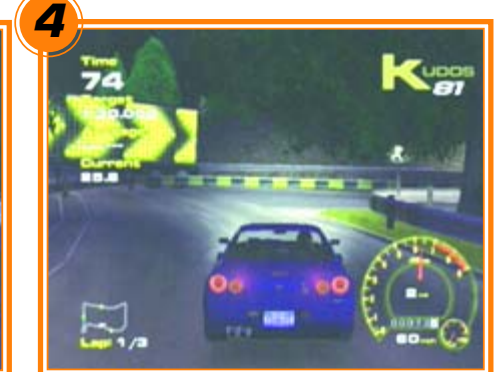
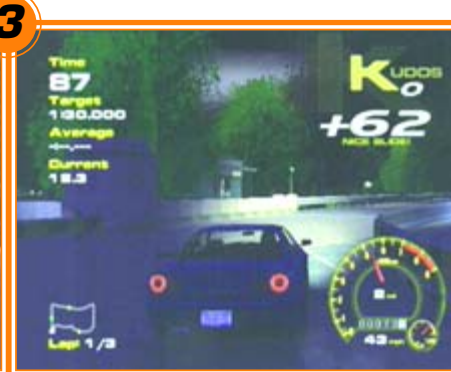
### Race 1: Central Park

#### HOT LAP—AVERAGE

TRANSVERSE TRACK: 1.9 MILES

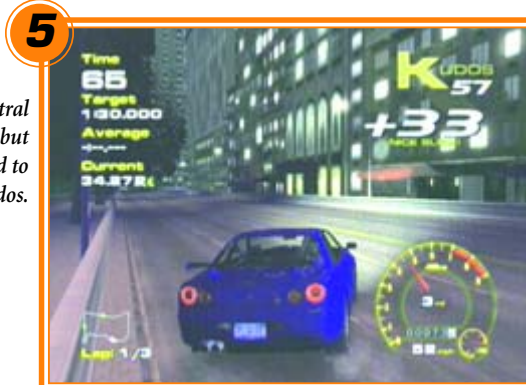
TARGET: 1:30

LAPS: 3



After turning left onto Central Park West, build speed until the right turn barrier signals the beginning of Columbus Circle. Stay left on approach; tap the brakes and then press the hand brake enough to start the slide. Extend the slide all the way around the circle by maintaining the highest possible speed that allows you to point the nose into the turn. Your slide Kudos build until you turn right past the statue and into the park.

It's easy to miss this short, hard right midway through the park, so watch your speed.



This slide onto Central Park South is short, but cut the wheel hard to pile up Kudos.



This is the tightest turn, and after building speed on Fifth Avenue, it is that much harder. Brake early; if you hit the wall, you lose valuable momentum.



Breaking 1:21 on Nassau Street requires nerves of steel and perfect slide technique. Unlike Transverse Track, where you can slide around Columbus Circle, this track takes quick, precise movements to slip back and forth through the narrow passages. Included in the maze is the tightest alley so far, barely enough room for one (small) car!

## Race 2: Wall Street

### HOT LAP—SINGLE

NASSAU STREET: 1.3 MILES

TARGET: 1:21

LAPS: 3

1



2



3



The hard left at the bottom of the map is deceiving, because you turn onto a narrow street from a wide one. Watch out for the guardrail on the right after you start the slide.

Approach this turn from the left, brake, and then whip the car around the corner. Sliding is inadvisable; there is so little room that the back end can swing too far and crash into the guardrail. This is a time challenge, so it is more important to keep moving than risk a crash.



4



After a long northbound straightaway, this turn is unexpected. Slide early for best results and maximum Kudos.

5



### Race 3: Times Square

The bright lights and narrow side streets of Times Square are the backdrop for this short but tight obstacle course. The speed gates and cone paths sit on the wrong side after a turn, so as you slide to the left after exiting a hard right-hand turn, get to the right or you'll miss the entry gate. Make a few trial runs to figure out how fast to take each turn and still get back into position for the gates.

#### STYLE CHALLENGE

**TIMES SQUARE I: 0.7 MILES**

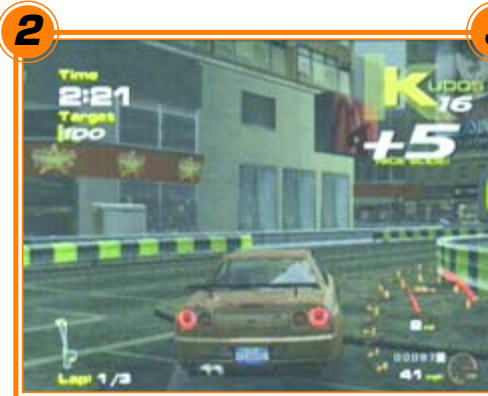
**TARGET: 100 KUDOS**

**LAPS: 3**

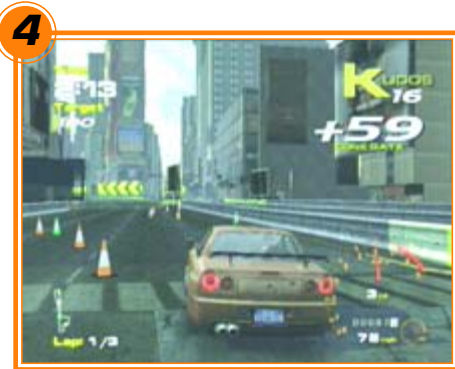
**TIME LIMIT: 2:30**



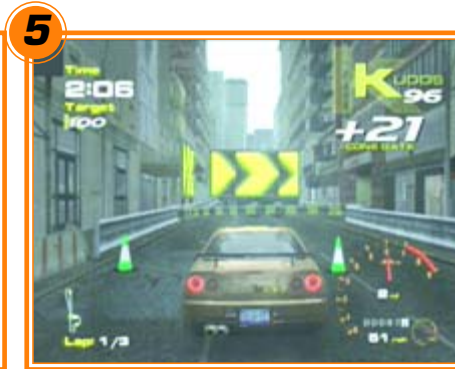
Floor it from the start, and accelerate through the cone gates to the first right-hand turn. You have plenty of time to slow down, so don't hold back to earn maximum Kudos.



This narrow loop includes two right-handers in rapid succession. Take it fast enough to rack up Kudos on one continuous slide around both corners.



Maintain momentum coming out of the top loop, and accelerate through the wavy cones. Pile up serious Kudos by getting up to 70 mph by the time you pass the last cone gate.



Don't miss these gates after turning left onto this short street. Move to the left immediately after turning to pick up at least 20 Kudos.



The right-hand loop at the bottom brings you toward the starting line. Align the car after the turn, and floor it through a long cone gate before the starting line and through another one after. This is a straight shot to the top, so don't hold back.



## Race 4: Wall Street

### TIMED RUN

WATER STREET:	1.2 MILES
TARGET:	3:50
LAPS:	3

Tight turns, narrow streets, and rainy pavement make it difficult to earn Kudos on Water Street. You must steer around other cars to complete three laps in the time limit and earn enough Kudos for a medal. The highlight of the course is a V-turn (like a U-turn, only much tighter) in which you must come to an almost complete stop after a high-speed straightaway.

1



A black car is in front of you near the first turn. This car's only purpose is to harass you, so the sooner you get away, the better. Slide around the corner, and continue sliding past the black car.



2



This is the first of several tight turns that force you to slow or risk careening off the guardrails. The sidewalk provides a buffer zone as you turn onto a narrow street.

3



Turn this little jog into a combo move by getting two wheels on the sidewalk and a nice slide on the way down.

4



5



This tight V at the northeast corner forces you to slow drastically. To attempt a slide, go as wide as you can, but look for the black car trying to sneak inside.

6



After the last turn, don't speed, or you won't make it through the quick left-right sequence just before the start/finish line.

### Race 5: Times Square

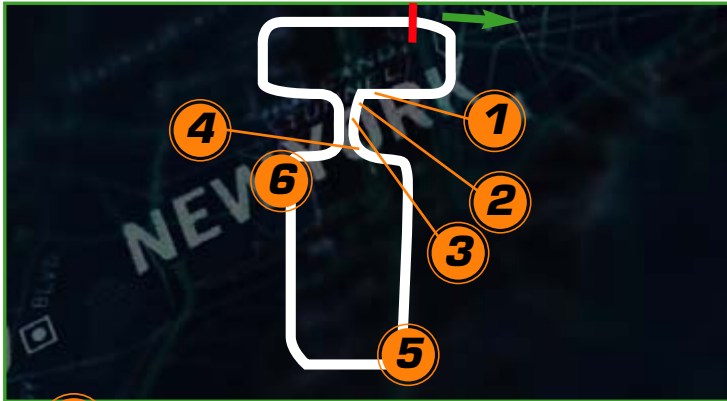
This course is actually two tracks, consisting of two perpendicular ovals and connected by a narrow indoor ramp. The connecting passage presents the toughest challenge. Not only does it slow you down, but the corners are so narrow that your car is always in danger of ricocheting off walls. With eight corners, there are ample opportunities to pile up Kudos, but brake early and control slides to avoid hitting walls.

#### AVERAGE SPEED CHALLENGE

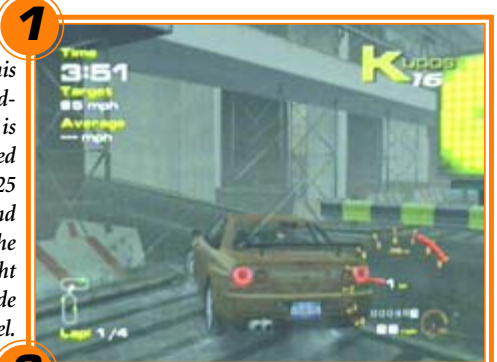
GRAND CENTRAL: 0.8 MILES

TARGET: 65 MPH

LAPS: 4



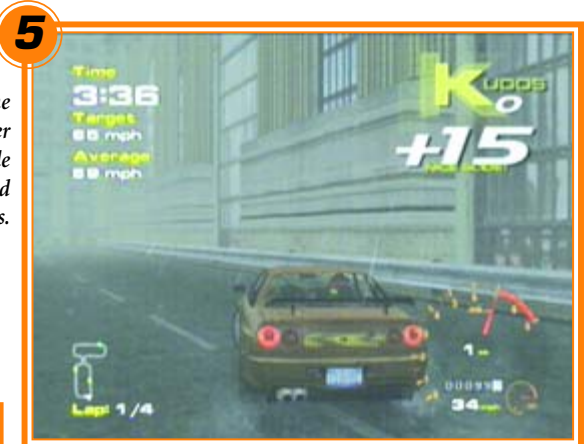
Slow down to survive this uphill turn into the building. Completing a slide is difficult because of reduced speed. Slow to about 25 mph, cut the wheel, and accelerate through the turn. Don't hit the right wall as you extend the slide into the tunnel.



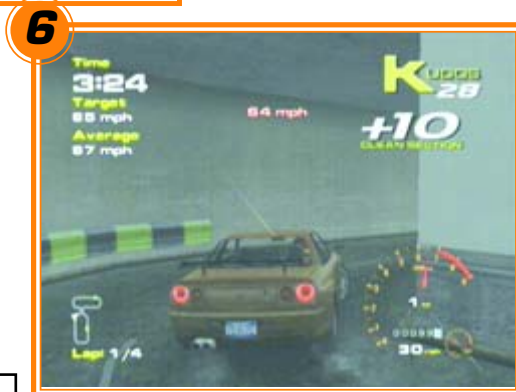
This left-right sequence takes you into the straightaway of the lower oval. Make clean turns to reach top speed on the straightaway.



The two rights at the bottom of the lower oval are the first wide turns, so you should nail two good slides.



Be careful of this right turn going back into the garage. It comes quickly after a downhill section, so brake early enough to avoid a collision.





## Race 6: Central Park

### STREETOVERTAKE CHALLENGE

COLUMBUS CIRCLE: 0.5 MILES

TARGET: 6 CARS

TIME LIMIT: 2:30

If you thought the fog in London was thick, wait until Columbus Circle. Success depends on how quickly you memorize the course, especially the median that splits the turnaround at the southwest corner. Two long, wide turns on the east side provide excellent opportunities for powerslides. Drive aggressively on the tighter turns, because the field is fast and you'll be unable to pass more than a couple cars if you drive tentatively.

1



Get off to a fast start, and pass the leading car as you reach the first turn. Don't let the right turn barrier scare you. The turn is wide, so take it flat out, with only a tap on the hand brake to position your car inside the rival.



2



Follow the turn at high speed, tapping the hand brake when the nose starts to break loose. Look out for two monuments. If located early, you can take this left at high speed.

4



The best place for powerslides is around Columbus Circle as you approach the monuments. Keep up speed, and extend the slide between the monuments for big slide points and a Clean Section bonus.

5



3



You should see the second car when you make the right turn to the starting line on the second spin around. Rival cars graciously give you the inside with little or no resistance, so hug the rail and make your move.

6



You can kiss a few walls and still pass five cars, but to catch all six, you must run a near-perfect race. Get an early jump, but also quickly pass every car. If you are blocked and must regain speed for another pass, chances are you already lost too much time. Drive aggressively when you encounter the sixth car.

This wavy course includes nine right-angle turns, including three stair-step curves in a row, taking you to the northwest corner. Despite the number of turns, the roadway is wide, so fly around this course. Keep in mind that the rest of the field is also flying. If you make a mistake, chances are that four or five cars will pass you before you find the gas pedal.

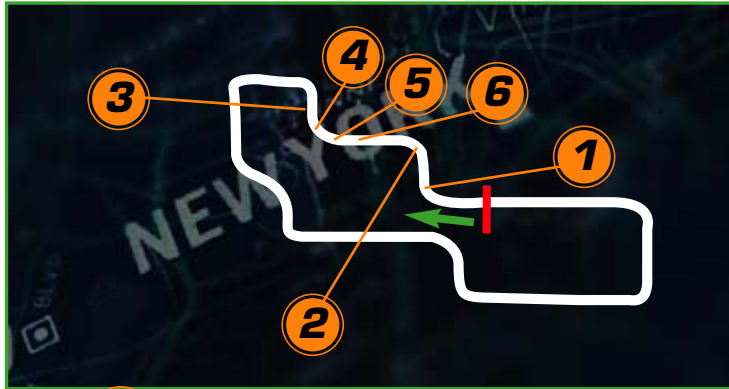
### Race 7: Times Square

#### STREET RACE

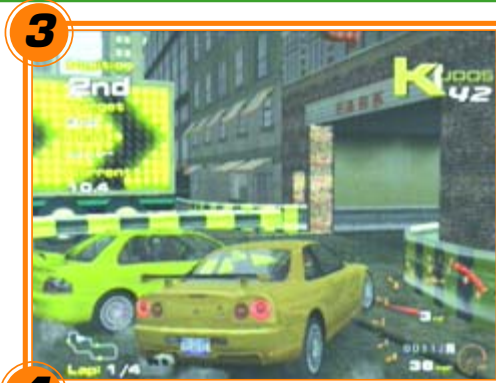
AVENUE OF THE AMERICAS: 1.0 MILES

TARGET: THIRD PLACE

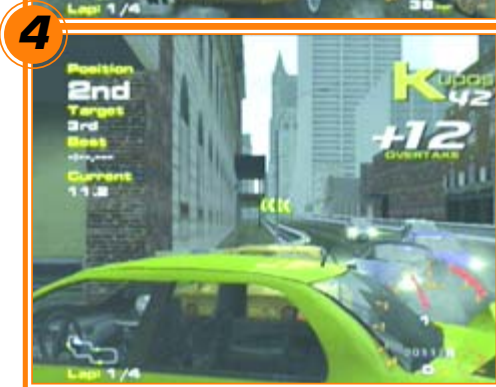
LAPS: 4



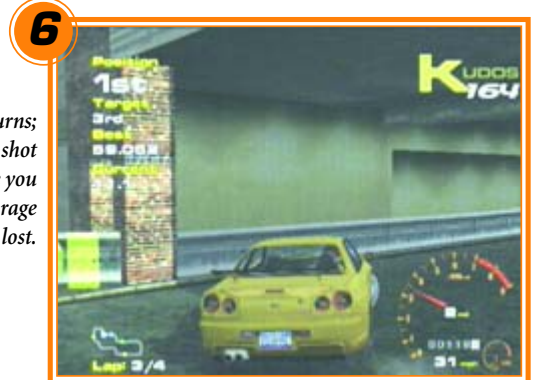
The race starts at the "bottom of the stairs," so expect much jockeying for position. Stay inside and you should be in second place by the second turn.



Stay close, and you might catch the leader at the right turn into the garage. This is a tight squeeze, and the pace car does not easily give up his position. Remember what we said about paying for your mistakes? Check out the conga line of cars ready to pass if you falter on the turn.



After settling into second place, keep up your speed on the turns and nail some good slides along the way. Take advantage of the wide streets.



Make up ground in the turns; barring disaster, you have a shot at the leader every time you approach the garage. The garage is where every race is won or lost.



## Race 8: Wall Street

### STREET RACE

BROADWAY:	1.3 MILES
TARGET:	THIRD PLACE
LAPS:	3

This course is shaped like a sloppy "H" with 11 turns. Although the roads are narrower than on the Avenue of the Americas, turns are fast and you can find a consistent rhythm. The west side is a huge straightaway, where you can reach 100+ mph. This race is won on the turns, and victory goes to the most aggressive driver.

1



The race begins near the bottom of the western straightaway, so pick up speed before the first corner. You can't outrun the field, but you can pass several cars by the turn if you take the inside position.

2



4



The street goes from narrow to narrower as you enter this U-turn, and it is a popular spot for rival cars to pass. Protect the left side after the turn.

6



3



5



This left turn is another potential trouble spot, because the narrow street suddenly widens. Take this turn too slowly, and rival cars pass on either side.

This giant square track around Central Park includes three nasty loops and dirt—this is critical because your car is unstable. If you slide, only use light taps on the hand brake, or you will send the car into a tailspin. Maintain a steady speed, use the brakes sparingly, and stay off guardrails. Survive the path, and you finish in the money.

### Race 9: Central Park

#### STREET RACE

PLAYGROUND LOOP: 1.5 MILES

TARGET: THIRD PLACE

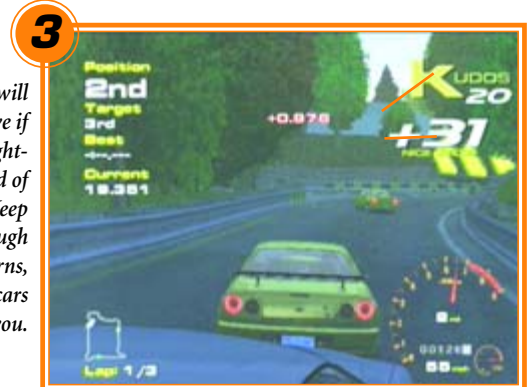
LAPS: 3



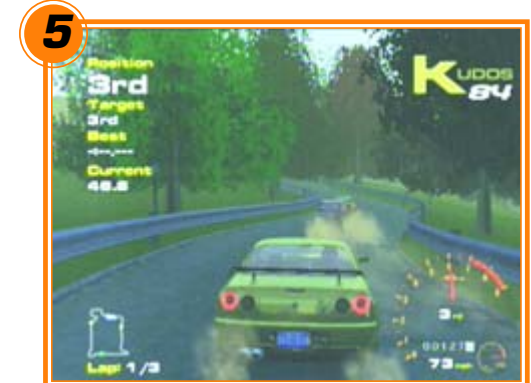
Rival cars are mellow at the beginning. Bide your time and cruise with traffic until you see an opening. Coming out of the loop and onto the straightaway, you are in second place.



This hard right-hand bender comes just before the entrance to the dirt path. Rival cars push and shove, so don't let up.



The third-place car will likely make a move if you miss this hard right-left combo at the end of the straightaway. Keep up your speed through these tight turns, because the other cars are right behind you.



The path follows a wavy course at the top of the map, beginning just after you leave the aforementioned loop. Slide just enough to stay in the center. Maintain a decent speed if you don't make sudden extreme directional changes.



Other cars slow as they approach this hard left, so it is a good time to make a move. However, be aware of the sharp right turn that follows.



# LEVEL 7: **PROFESSIONAL SEASON**

The Professional Season takes you to all four locations, New York, San Francisco, London, and Tokyo, for 10 races on all-new tracks. The One On One returns as you go up against a screamin' Corvette Z06. This is a tough circuit, and you'll notice the difference in the skills of rival drivers in the Street Race. Ten victories here advance you to the World Tour.

Use speed on Central Park Paths, but dirt paths make up a big portion of the course, not only slowing you down, but also negatively affecting your handling. Three key details win this challenge: First, maintain speed through two dirt paths by tapping the brakes and using the hand brake for quick, precision slides. Second, come out of the dirt at top speed, and then negotiate the tight loop at the southwest corner. Finally, execute a brutal right-left combo just before the finish line. Complete these three sequences cleanly, and you will break 1:30.

## Race 1: New York, Central Park

**HOT LAP—SINGLE**

**CENTRAL PARK PATHS: 1.8 MILES**

**TARGET: 1:30**

**LAPS: 3**

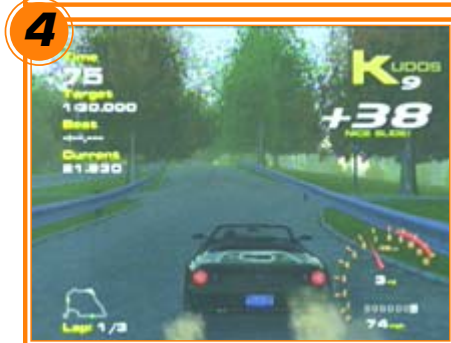
**TIME LIMIT: 4:57**



Burying the pedal on the opening straightaway is enticing, but remember that it takes a long time to slow down and slide around the corner without smashing into the wall. Apply the brakes well before the turn, and control your speed during the slide. If you take the turn at around 60 mph, you will generate enough momentum to carry the slide into the next turn.



After you get past the hard left off the straightaway, perform a left-right-left maneuver before you accelerate to the northeast corner. Control your speed and slide carefully, because if you lose it in the chicane, you'll bounce off several walls and lose valuable time.



The entrance to the dirt path is easy, but be prepared for the surface change. If you come in at 60–70 mph, you'll have enough speed to generate a nice slide without losing control. Dart down the dirt path, but don't spin out. One mistake and you lose the chance to break 1:30.

You fly out of the dirt onto a tight loop. Slide hard around the turn, and stay to the left or you hit the median in the middle.

With the clock ticking, get to the final straightaway, but first nail this hard left turn. Too much speed and you lose the race with seconds to go.

## Race 2: New York, Wall Street

If you look for straightaways, Hanover Square is not the answer. Thirteen directional changes occur here, but the good news is that there are only a couple sharp turns. Several turns take you onto narrow side streets, so drive fast but under control to preserve the car's paint job. To earn a medal, take advantage of the few wide turns to extend the slides and earn extra Kudos.

### HOT LAP—AVERAGE

HANOVER SQUARE: 1.4 MILES

TARGET: 1:35

LAPS: 3

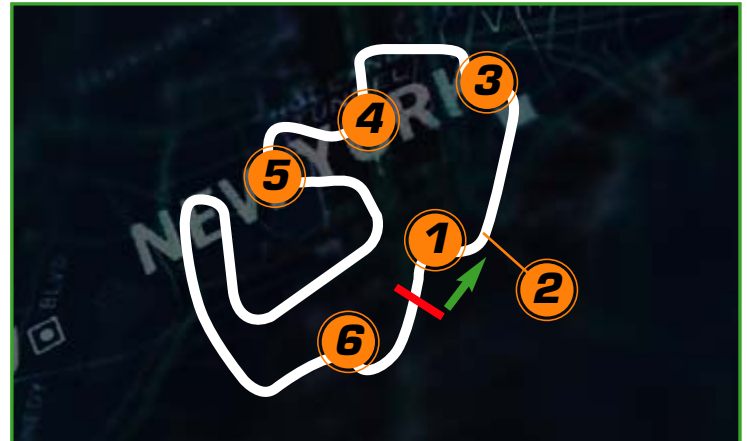
TIME LIMIT: 5:12

1



The opening stretch past the starting line is just long enough for trouble. Brake early for the hard right, and extend the slide through the following left turn.

2



3



The left-right-left at the top of the course goes in and out of some tight spots. Stop the slide if the car's rear end slides out too far.

4



No pedestrians exist in Project Gotham Racing, so use the sidewalk. The extra room gives you a welcome margin for error when starting the slide.

5



Start the slide early, and align the car with a narrow street before entering the turn. This lets you accelerate quickly without trying to stabilize the car after the turn.

6



This final turn can scuttle your victory. With the finish line around the corner, slow down and settle for a less spectacular slide, rather than risk losing it at the end of a lap.



## Race 3: Tokyo, Asakusa

### TIMED RUN

AZUMA-BASHI:	1.4 MILES
TARGET:	3:40
LAPS:	3

The scene shifts to Tokyo, returning to Asakusa for a Timed Run on rain-slick streets. Some right angle turns will frustrate you, but wide streets and slippery pavement combined also provide the opportunity for monster slides. As in all timed events, keep wall contact to a minimum, while taking advantage of wide turns to build up Kudos.

1



2



Remember Kannon Temple? It's back, and the slippery roads make it more difficult to brake, slide, and pass through the gates without touching the sides. Stay left of center on approach to the temple. Slow down, apply the hand brake, and steer the slide through the gates. Control the car inside the temple to complete the slide, and don't accelerate until the car is under control.



3



4



The right guardrail cuts across your turning radius, so start the slide early, even before you reach the corner. When the car clears the turn, you are perfectly aligned for acceleration.

This right-hand turn leads to the only true straightaway. You'll probably encounter the first rival pace car here. There is room to slide, but don't forget the slippery roads.

5



6



This final right-hander can ruin your day if you barrel out of the tunnel too fast. The start/finish line is just ahead, so don't take any chances.

This foggy spin around the waterfront includes one of the tightest loops in *Project Gotham Racing*. The course is short, less than 3/4 of a mile, so learn the layout on the first go-around, and then refine your technique with each successive lap. Three minutes is plenty to catch four of the five cars, but the last one is tough, so cleanly execute every turn.

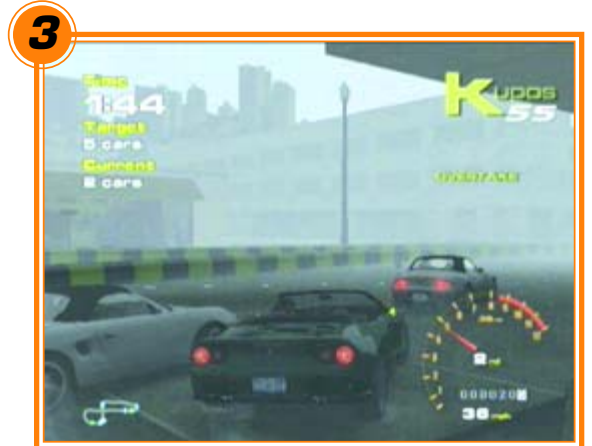
### Race 4: San Francisco, Fisherman's Wharf

#### OVERTAKE CHALLENGE

MUSEUM ROW:	0.7 MILES
TARGET:	5 CARS
TIME LIMIT:	3:00



You pass most cars in the turns. The car looks blocked here, but the other driver gives up the inside when challenged.



Same turn, same results, but this time you get two for the price of one.



This turnaround is the place to close the gap on the competition, but it is a tough maneuver. Start the slide and accelerate as the car swings around the tight curve. Keep accelerating and turning, or the car will come to a stop in the middle.



A clean section carries a nice Kudos reward.



Parliament is in session on one of the strangest courses in *Project Gotham Racing*. The fun begins at the end of the first straightaway—painted lanes lead one way, while barriers point you in another direction. After solving this dilemma, you must conquer a loop so tight that it would be tough to pour water around it, let alone a car. Another slingshot takes you to the starting line, where you complete two more laps. Averaging 45 mph is easy; earning Kudos takes an act of Parliament.

## Race 5: London, Westminster

### AVERAGE SPEED CHALLENGE

MUSEUM ROW: 0.6 MILES

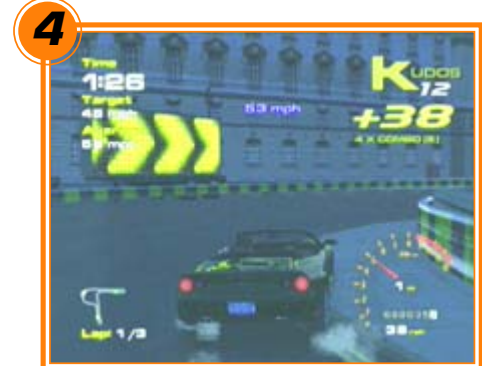
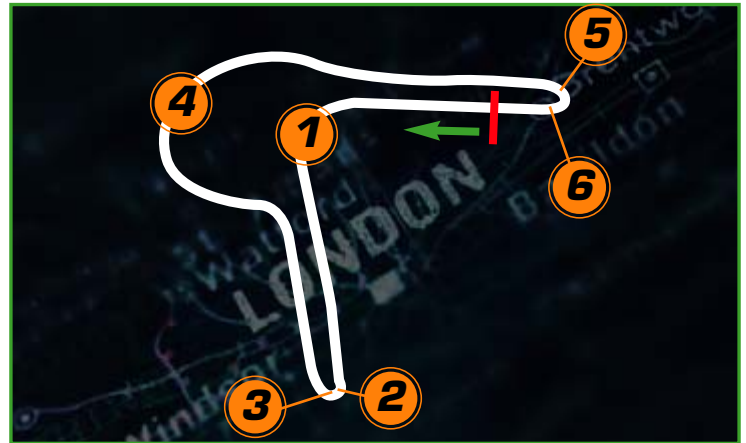
TARGET: 45 MPH

LAPS: 3

TIME LIMIT: 2:00



This hard left after the opening straightaway isn't difficult unless you focus on the lane markings coming out of the turn. Keep your eyes straight ahead and continue the slide. If you follow the lanes, you'll run into a cement barrier.



The bottom loop is not as tight as the one before the start/finish line, but it still requires a hard slide. Tap the brakes, jam on the hand brake, and accelerate as soon as the car whips around the corner.

This is the widest turn, so you should nail good Slide and Combo bonuses.



This is the mother of all loops. Brake early and jam the hand brake to get the car's rear end moving around the curve. Don't extend the slide longer than necessary, or risk hitting the guardrail.

### Race 6: San Francisco, Fisherman's Wharf

This nighttime course is a track meet. Drive hard and fast, and log as many laps as possible. You only need five laps to win, but you can easily grab eight in a fast car. Set the difficulty level to eight laps to earn a 600-point bonus. Combined with the Kudos earned during the race, you collect a Bronze Medal.

#### TOTAL LAPS CHALLENGE

EMBARCADERO EAST II:	0.3 MILES
TARGET:	5 LAPS
TIME LIMIT:	3:00

1



2



3



4



The only wide stretch is just past the starting line, where you spin through a right-left combo. You have room to work a slide, so don't cut it short until you pile up the Kudos.

The first loop on the west side is tighter, so stand on the hand brake to keep the car spinning until it does a full 180. Be careful of walls!

5



6



You have more room to work on the eastern loop, so enter the turn a little faster.



The fog is thick—and so is the competition—on this wild ride through St. James Park. Four of five corners are wide, but high speeds make each one an adventure. The fifth turn, a slingshot corner appearing suddenly at the end of a dirt path, is deadly if you don't brake in time. If you grab an early lead, rival cars won't let you drive conservatively to protect your position. So don't let up until you cross the finish line.

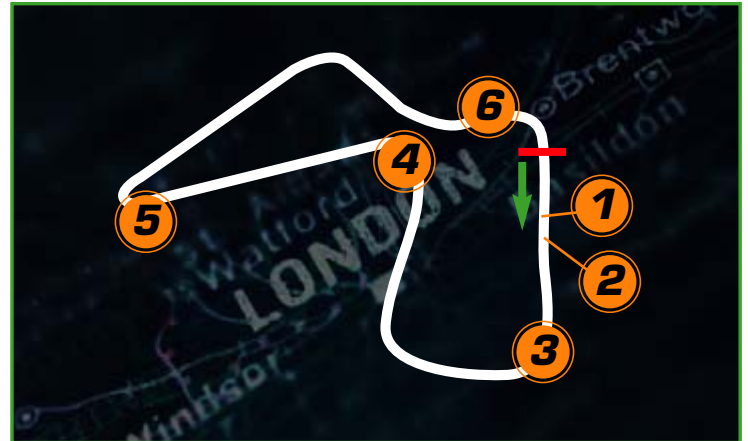
## Race 7: London, St. James Park

### STREET RACE

OLD ADMIRALTY: 1.4 MILES

TARGET: THIRD PLACE

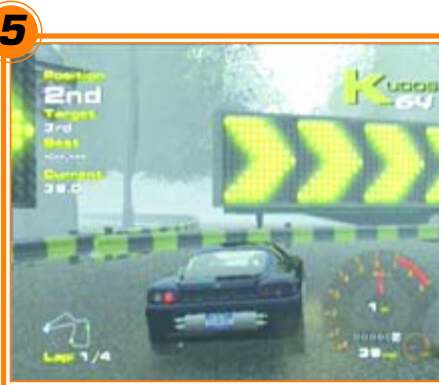
LAPS: 4



The field goes left of the statue, but end up in second or third place before the turn if you take the right fork. Also, ride up on the second step of the statue for a nice Two Wheel bonus.



This V-turn onto the dirt path is wicked, and rival cars fight for right of passage. The inside position is best. After settling in, you can go surprisingly fast. But when you see the turn barrier looming, get ready to brake and slide hard right.



This is the equalizer, an impossible right turn that haunts you every lap. It's difficult to slow down enough to take this turn without hitting something. Rival cars love to pass here, especially on the inside immediately after the turn.



This right turn after the tunnel can catch you off guard. A clean turn is critical, because you can separate yourself from the field on the following straightaway.

Return to Japan for a nighttime race around Shibuya. With high-rise buildings looming all around, this fast course winds through narrow streets, and six of eight turns are hard right angles. A long straightaway lets you take advantage of a fast car, but cornering determines the winner at Kuyakusho Mae.

### Race 8: Tokyo, Shibuya

#### STREET RACE

KUYAKUSHO MAE: 1.4 MILES

TARGET: THIRD PLACE

LAPS: 4

1



As the race begins, rival cars fall in line on the left side in preparation for a hard right turn. It's too crowded to join the group, so slug it out on the inside. After some good-natured jostling, you should come out in third place, a good spot to begin.

2



3



4

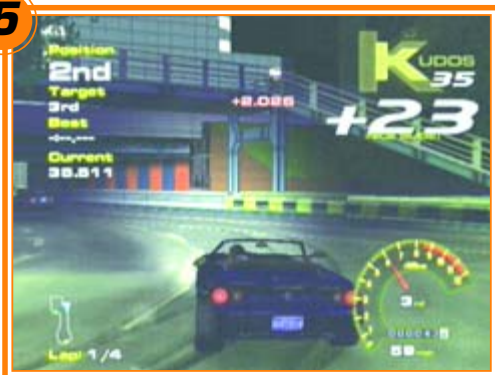


### CAUTION

At this level, rival cars bump you from behind and spin you out of the race, especially if you drive too conservatively. Always think speed to win.

This hard left is critical because it leads into the longest straightaway on the course. Don't slip, slide, or bounce off walls, or the rest of the pack blows by.

5



You'll be well over 100 mph at the end of this straightaway, so prepare early for this hard left and the right that follows.

6



The road narrows as you approach the left turn that returns to the start/finish line. Use the left sidewalk if you run out of room.



This long romp around and through Central Park contains some of the longest, high-speed turns in *Project Gotham Racing*. If your car is capable, you'll top 120 mph on the straightaway. The two toughest turns are in the northwest and southeast corners. Conquer these turns to win on Fifth Avenue.

## Race 9: New York, Central Park

STREET RACE

FIFTH AVENUE: 2.2 MILES

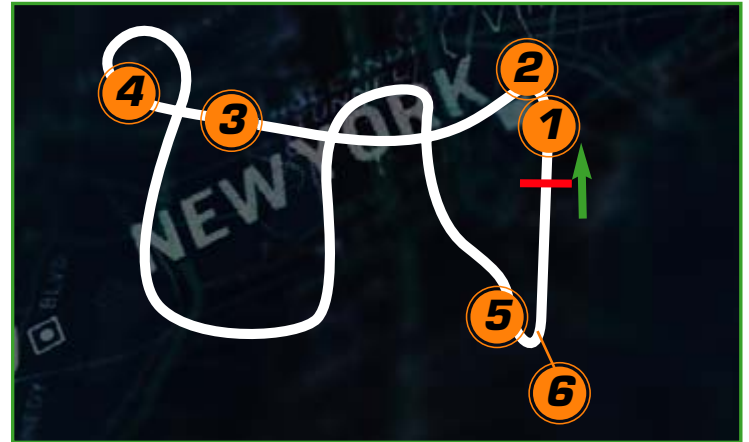
TARGET: THIRD PLACE

LAPS: 3

1



The track starts with five lanes, so pick your spot. However, all six cars must squeeze through a tight entrance to the park, so traffic quickly tightens. Stay right and slide inside through the turn.



2



4



The beginning of the loop dumps you back onto Fifth Avenue, but only for a few moments. You soon dive right back into the park.

3



You crack 100 mph on the long straightaway through the park. Enjoy it, but get ready for the upcoming right-hand, 270-degree loop.

5



6



You will win or lose on this final turn. The contact is brutal, but don't give in. Protect your position and then get ready to do it all over.

### Race 10: San Francisco, Pacific Heights

It's you against the Corvette Z06 in a One On One challenge. By default, you have a 15-second head start. However, earn a whopping 900 Kudos by beating the Z in a fair fight. It's foggy in San Francisco, of course, and the track travels up and down the Pacific Heights' hills. Don't expect dramatic air like on some San Francisco courses, but the downhill turns are treacherous. If you start this race even, you must take the early lead. The Corvette's acceleration is astounding, and it quickly leaves you behind if given the chance.

#### ONE ON ONE

LAFAYETTE PARK: 1.1 MILES

TARGET: CORVETTE Z06

LAPS: 3

HEAD START: 15 SECONDS



Tap the Corvette in the opening turn to push him out of the way.



Barreling downhill into this right-hand turn is disastrous if you don't brake early—and often. Note the Corvette calmly driving by.



After the longest straight-away on the course, you fly toward this left-hand turn. Hit the brakes early to avoid careening off the guardrail.



This is a much better result.



A median splits the road on this uphill section. There is a right turn at the top, so be prepared for the Corvette crossing from one side to the other on the turn.



# LEVEL 8: WORLD TOUR

Race among the skyscrapers of the Financial District on a rainy night. This course is essentially a large square, with three protruding 180-degree loops. Fast slides are essential, and slippery streets make control difficult. You must also avoid four annoying pace drivers, who like to ram you out of turns as you hurry to beat the clock.

With 12 events, the World Tour consists of three types of races: Timed Run, Style Challenge, and Street Race. A trio of events is staged in each city: San Francisco, London, Tokyo, and New York. Each course is over one mile, including the largest track so far, the New York Park Loop, which measures 2.2 miles. The races are long, and the rival drivers are unforgiving, so prepare for a grueling season.

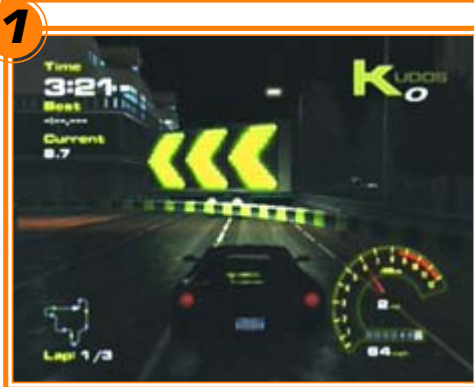
## Race 1: San Francisco, Financial District

### TIMED RUN

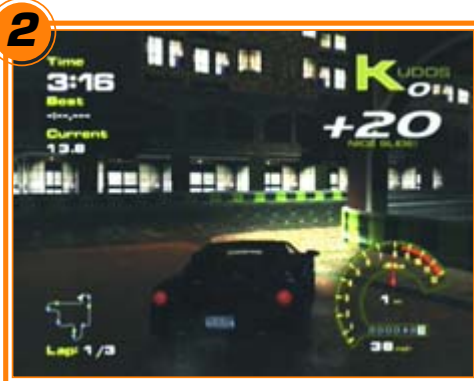
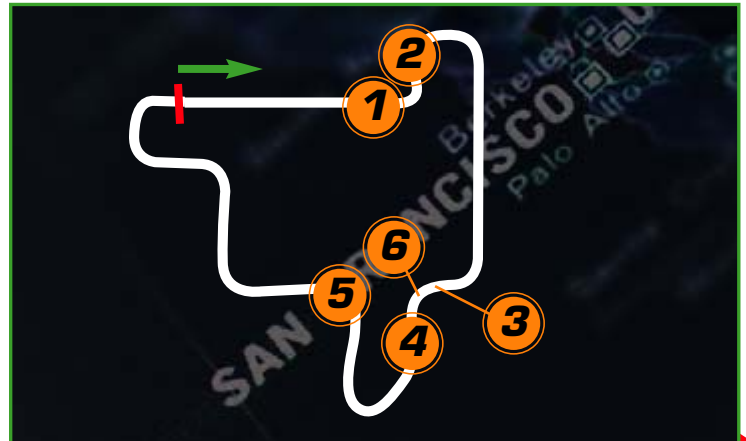
FINANCIAL DISTRICT: 1.3 MILES

TARGET: 3:30

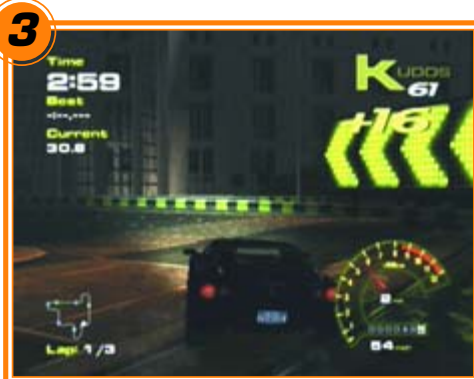
LAPS: 3



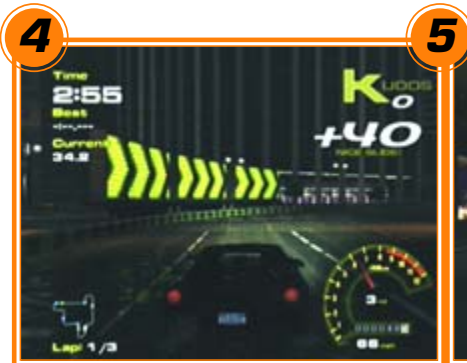
After a long straightaway, this first turn quickly comes up, and slick streets make it tougher. The turn isn't as wide as others, so cut close across the corner to avoid hitting the opposite wall.



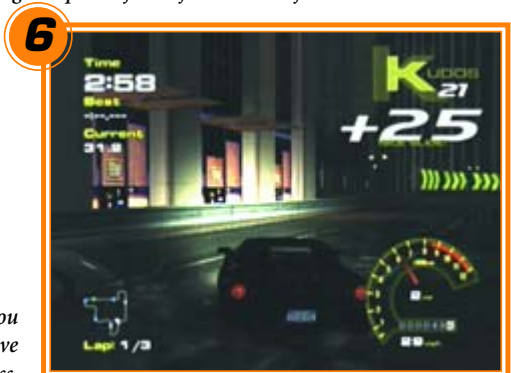
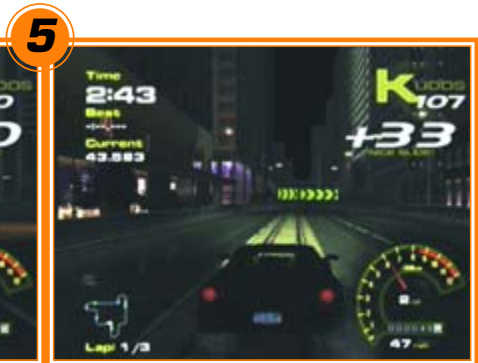
As you enter the first loop, beat the rival car to the inside or it rams you. Start the slide early, and slice across the turn's apex. The margin for error is slim when you cut it this close, but quickly align your car with the turn's exit to get back up to speed.



The entrance to the lower loop is wider than the first, so don't cut it so close. Always be aware of the rain, and allow enough time to slow before turns.



The best opportunity to beef up slide points is going into or out of the lower loop. Cut the wheel hard, and slide close to the corner. The exit side is wide, so extend the slide for maximum Kudos or you won't make it through the quick left-right sequence just before the start/finish line.



Rival cars love to bump you as you come out of a slide, even if they have room to pass.

## STYLE CHALLENGE

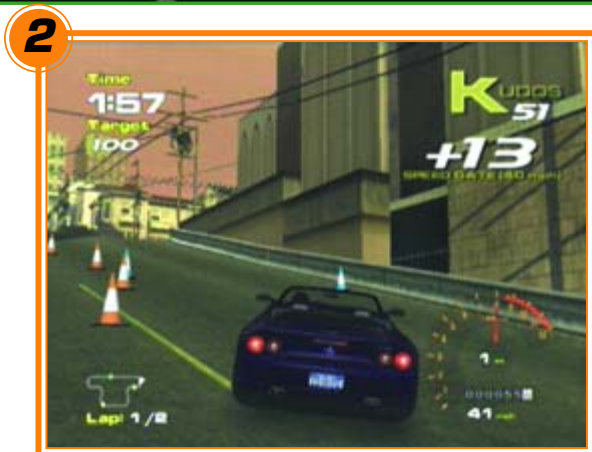
## THE STRAIGHTAWAY: 1.0 MILES

**TARGET: 100 KUDOS**

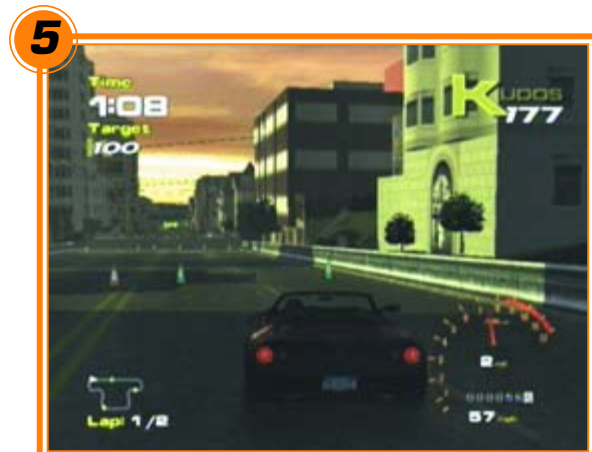
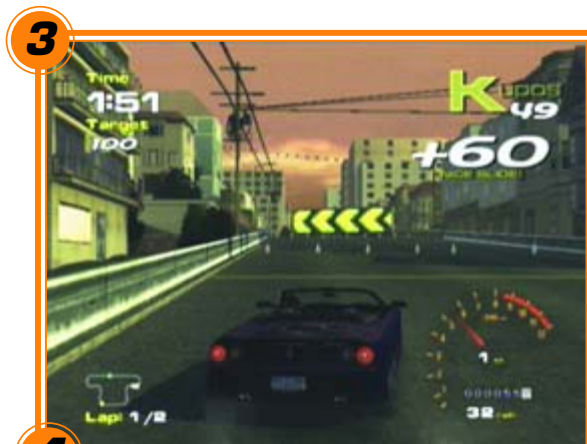
LAPS: 2



*The first stretch is as easy as it gets. Drive fast down the hill, swerving through cone gates and aligning the car with the speed gate at the bottom.*



*This is the most forgiving turn because you can swing wide to the left and still align the car with the speed gate on the right.*



*This wide street offers room for a big slide. If you keep your speed up , you'll earn hefty bonuses for the right speed gate and cone gate leading to the top of the hill.*



*A hard right takes you to the top for a fast, straight run through the start/finish line. You can go much faster the second trip, so keep one finger on the brake as you weave down the hill.*



If this course was flat, it would be fast and easy, but it is hilly, dangerous, and frustrating. It isn't foggy and the skies are clear, so you can at least see. Rival cars get off to a fast start, so you might run fourth or fifth for a couple laps. But don't get discouraged; the field tightens on a downhill 180 that slows everyone to a crawl. Make up ground here on each lap and run a clean race, and you move to third by the final lap.

## Race 3: San Francisco, Fisherman's Wharf

### STREET RACE

TAYLOR STREET: 1.1 MILES

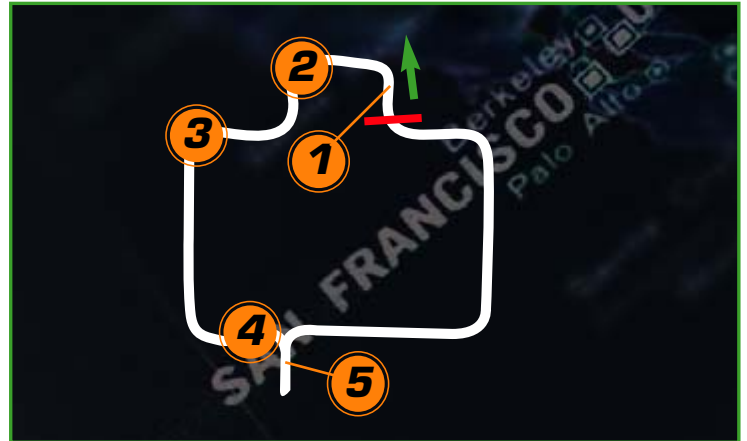
TARGET: THIRD PLACE

LAPS: 5

1



Even with a fast car, you start bunched at the back of the pack. If you hang tight, however, a couple cars will spin away, and you should move up a few notches.



2



Your very presence should force more rivals to drive too fast, giving you an opportunity to move up as you exit the wide loop at the top of the course.

3



Be aware of cars behind you as you turn left and grind up the hill. This is a favorite passing spot, especially on the inside.

4



The race is won or lost here. Display your driving prowess, and squeeze precious seconds out of this impossible 180-degree turn, beginning with this downhill hard right.

5



Slide hard to whip the car's back end around this turn. Watch for rivals passing or ramming you on the outside as you hug the corner.

## Race 4: London, Trafalgar

## LAPS: 4



**1**

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The screenshot shows a third-person view of a dark-colored sports car driving on a wet city street at night. The street is illuminated by yellow streetlights and the car's headlights. In the background, there are city buildings and a yellow and black striped barrier. The game's HUD is visible, showing a timer of 3:44, a best lap time of 3:44.000, a current lap time of 3.8, a kudos bonus of +3, and a speedometer indicating 48 km/h. The lap counter shows 'Lap 1 / 4'.



Without cones, this is a fast track, but race planners vindictively designed this obstacle course. Sharp turns and speed gates do not mix, so find the right mix of speed and handling to make it through the western and eastern sections. At the top of the course, the cones disappear and you can concentrate on speed and slides. However, the last turn toward the start/finish line is a major wake-up call.

## Race 5: London, Westminster

### STYLE CHALLENGE

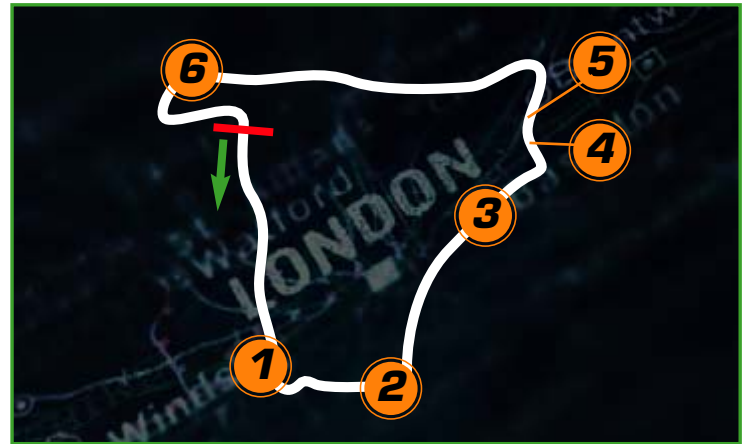
THAMES CHALLENGE II: 1.8 MILES

TARGET: 100 KUDOS

LAPS: 2



This section is all about speed and nerves of steel. Your Speed Gate bonuses climb with the speedometer, so drive hard for maximum points. You might find it tough to control the car at the end of the straightaway, so you might miss the left speed gate. But it is a worthwhile exchange for stockpiling 70+ Kudos.



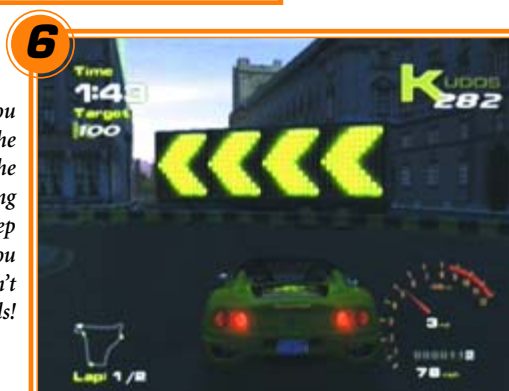
After the opening straightaway, speed gates and cones continue in a wavy stretch that takes you toward the northeast corner. Speed gates go back and forth across the road, so get into a high-speed rhythm to double your Kudos by the time you reach the loop.



This little chicane can sneak up if you are looking ahead to the loop. Keep your speed down, and complete some easy slides as you shimmy through the curves.



After this last speed gate, you're home free in this lap until after the start/finish line, so concentrate on speed and style the rest of the way.



This track punishes you again before the start/finish line. Hit the brakes at the beginning of this loop, and keep tapping them as you swing around. Don't hit any walls!

It's a clear day in London, and you need extra visibility to see one of the tightest turns in *Project Gotham Racing*. Most corners on this course are wide and fast, with two exceptions: a hard left through the gates of St. James Park onto a dirt path and an even harder left through a narrow stone passage. The other highlight is stairs that launch you into the air about the time you should prepare for a right-hand turn. Conquer all three challenges five times to finish in the money on Duck Island.

### Race 6: London, St. James Park

#### STREET RACE

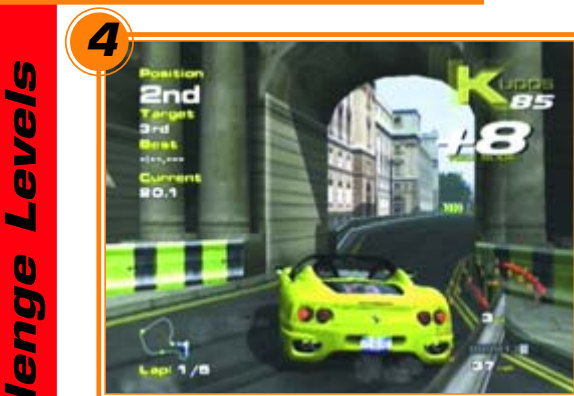
DUCK ISLAND:	1.4 MILES
TARGET:	THIRD PLACE
LAPS:	5



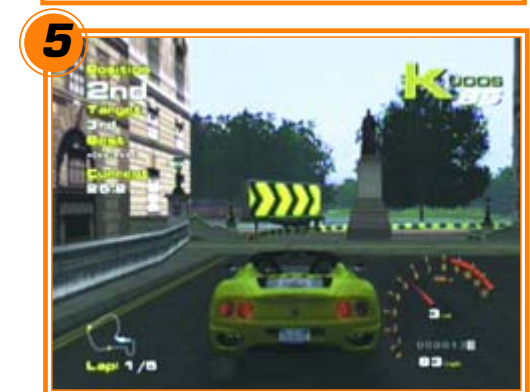
In the first turn, cars lean hard to the right. If you beat the rival cars to the inside, you should jump to second or third by the end of the turn.



The right turn pictured previously gives way to a hard left as you loop around. Slide hard, but don't give up the inside position.



Single file, please! You must slide early, and hard, to squeeze through this opening with speed. Forget about brakes and caution, because rival cars pass you like you're standing still.



After the straightaway, you fly when you reach the monument. Just jump off the stairs, and slow down to make an immediate right turn.



If you tackle this gate in traffic, hang onto the controller, because there will be plenty of force feedback. Do whatever you can to squeeze through this gate first, because you can block rival cars until you rejoin the pavement.



## Race 7: Tokyo, Shinjuku

### TIMED RUN

I-CHOME:	1.6 MILES
TARGET:	3:50
LAPS:	3

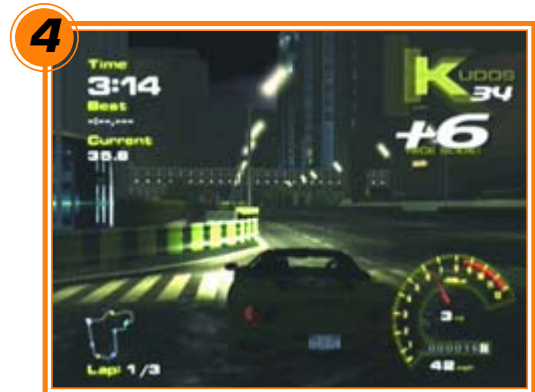
On a rainy night, just you and the pace cars are out for a relaxing cruise—well, not exactly. This course is fast, but a right-angle chicane on the east side is a real time killer, so make up lost seconds on the long western straightaway. Also remember the slick pavement, which can transform an easy slide into an unscheduled trip into the guardrail.



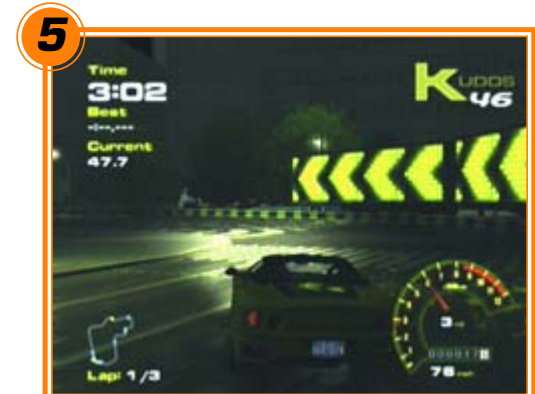
This stair-step chicane slows you, but nail quick slides in each of three right-angle turns.



You suddenly lose two lanes here, so bear right when you see the left curved guardrail.



Start the slide early so you can resume acceleration in the turn.



After reaching top speed on the straightaway, brake and slide early, or the rain-soaked street sends you flying into the guardrail.



This little dip at the bottom of the track is great for an extended slide and combo move.

### Race 8: Tokyo, Asakusa

#### STYLE CHALLENGE

BEER-BIRU MAE: 1.4 MILES

TARGET: 100 KUDOS

LAPS: 2

The weather is sunny and clear as you tackle this fast course. The layout is a basic rectangle with a protruding "nose" on the west side. This is the most difficult section, because you negotiate speed gates and cones as you drive through four tough turns, the last of which is a 45-degree right-hander. A smaller protrusion on the east side includes similar obstacles, although it is much less difficult. You should complete the course on the first try, but accumulating enough Kudos for a medal takes longer because narrow streets limit the space for slides.

1



Coming out of the tunnel, this hard left through the speed gate can surprise you.



2



3



After topping 100 mph on the preceding straightaway, the brick wall comes up fast on this hard left turn.

4



Go left-right-left-right through cone gates on this straightaway at the top of the course. Keep accelerating through each gate to earn more Kudos.

5



The western "nose" is the best place to earn speed gate and slide Kudos, but prepare for the extreme 45-degree right-hand exit turn.

6





## Race 9: Tokyo, Shibuya

### STREET RACE

JIMAN HAIRPIN: 1.1 MILES

TARGET: THIRD PLACE

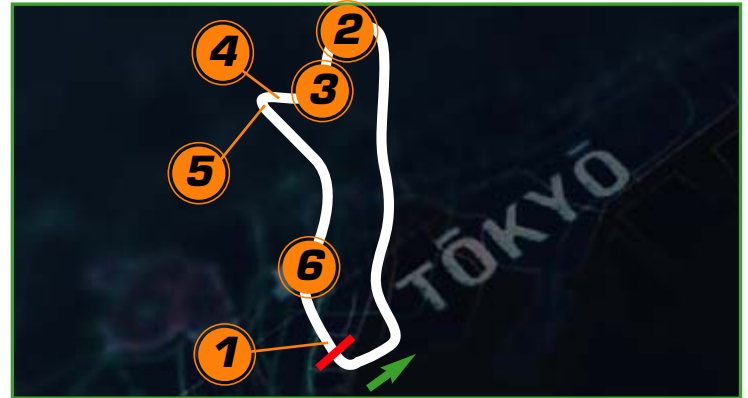
LAPS: 6

This course is shaped like a long, narrow glove, with a finger loop on the upper west side. Concrete is not your friend in this race, and the rival cars like to ease you into every available wall. Most turns are fast, so turn early and cut inside the rival cars. Jiman Hairpin also features one of the toughest starts in *Project Gotham Racing*. If you are used to grabbing an early lead, you might be unpleasantly surprised.

1



It's crowded at the start, and unfortunately you begin at the back of the pack. There are two options in the first turn; slug it out on the left side of the street.



2



3



Your first opportunity to move up comes at the northern loop. Slide early to maintain excellent speed all the way around. Watch out for the hard right into the track's "thumb." This is a great place to cut hard to the inside and move up.

4



5



The exit of the thumb is one of the toughest corners on the course. The angle is so sharp, it can be difficult to work your way to the inside, but that is the best position.

6



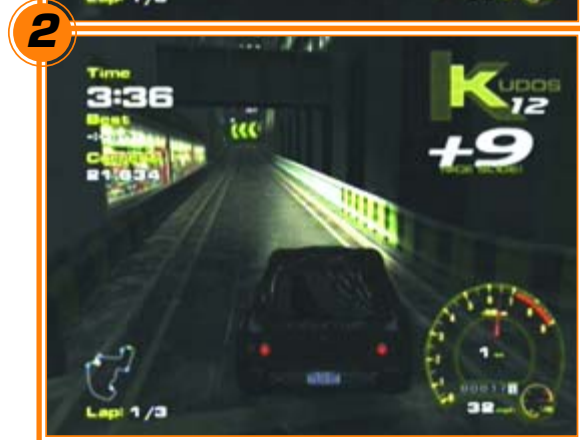
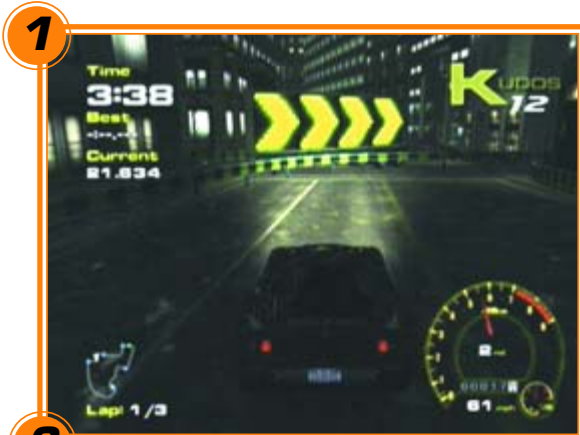
This right-left jog just before the start/finish line is a disaster waiting to happen. Don't over-react to the right-hand jog. Instead, pick a straight line across the apex of the first turn, and continue to the next left (the yellow left turn barrier in the picture). Respond only to this turn, and you will achieve greater speed and put your car in a better position to make the second turn toward the start/finish line.

### Race 10: New York, Wall Street

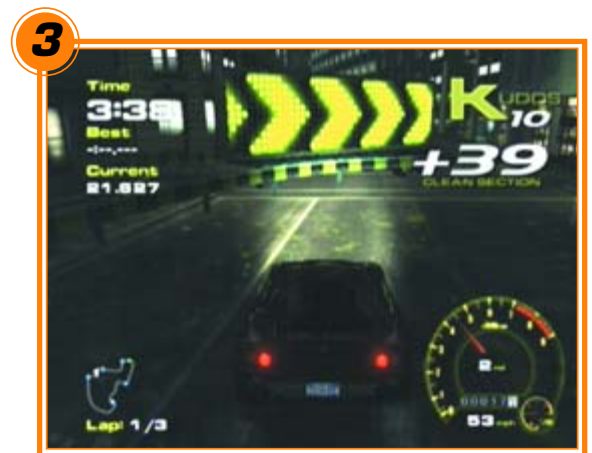
It's dark and rainy on Wall Street, and 11 sharp turns empty onto narrow streets and even narrower alleys. The pace cars are incredibly obnoxious, lurking near turns to send you into the guardrail. Patience is the key as you learn how fast you can push the car around each turn.

#### TIMED RUN

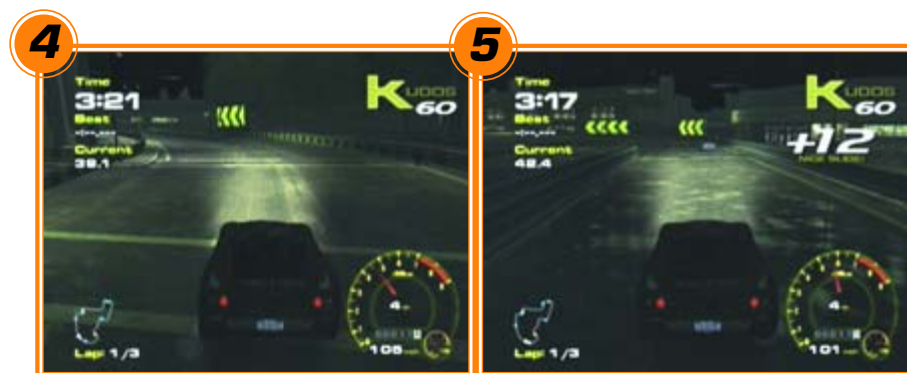
MAIDEN LANE:	1.6 MILES
TARGET:	4:00
LAPS:	3



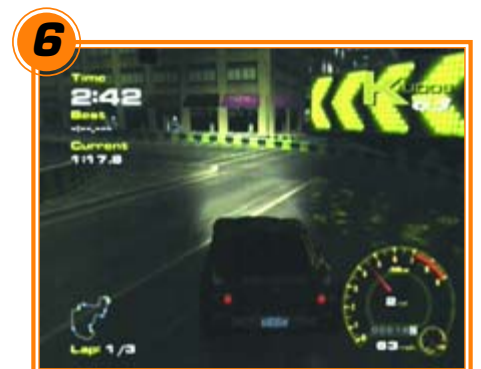
To slide into narrow alleys like this, start early so the car is aligned before you enter the alley.



Make it through the first three turns without a scratch to receive a substantial Clean Section bonus.



Slide through this turn without using the brakes. Tap the hand brake to earn slide Kudos with only a slight speed reduction.



Don't underestimate this 90-degree left turn. Start the slide early, and aim for the sidewalk to make it around without brushing the guardrail.



It is clear in New York for the Times Square Style Challenge. The track is relatively fast, although cone positioning requires hard cornering and lightning reflexes, especially if you want to earn Speed bonuses. Pay special attention to the cone positions on turn exits. Plan in advance to make the cutback in time to enter the gates.

## Race 11: New York, Times Square

### STYLE CHALLENGE

LEXINGTON AVENUE SOUTH: 1.2 MILES

TARGET: 100 KUDOS

LAPS: 2

1



From the starting line, it's easy to miss the single green cone on the left, so immediately move over.



2



3



4



Next up is a confusing gauntlet of orange cones, with green gates sprinkled in. They cluster in groups of three or four, and you can easily miss them if you don't pay attention.

5



Cone gates start on the extreme right immediately after this turn, so watch your speed and execute a hard, tight slide to the right.

6



After the final turn, you can pick up Speed Gate bonuses in a long straightaway, so finish strong.

The Park Loop is the closest thing to off-road racing in New York. Sandwiched between two long straightaways is a lengthy, twisting dirt path. It is tough to go fast and maintain control on dirt, but rival car drivers are experts. So there is little room for error, especially on the interior. You can make up time with a fast car on the straightaways, but come up big in the dirt to win the Park Loop.

### Race 12: New York, Central Park

STREET RACE

PARK LOOP: 2.2 MILES

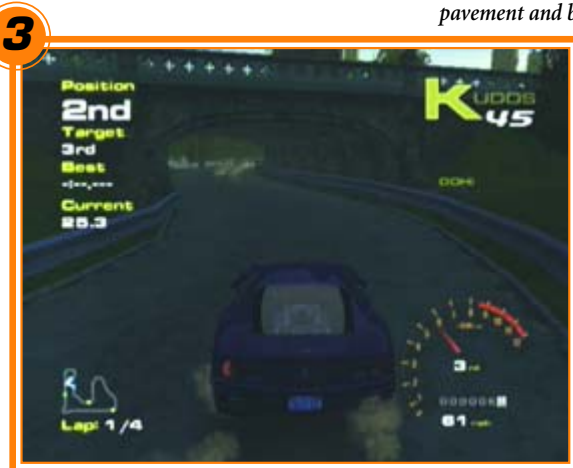
TARGET: THIRD PLACE

LAPS: 4

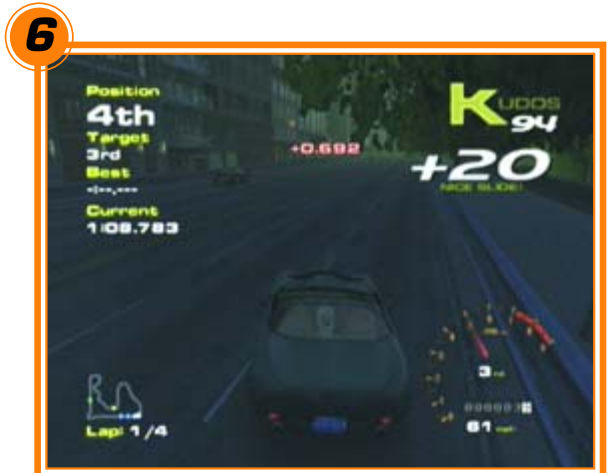


It's a tightly packed start, and the field doesn't spread out until after the first turn. Get ready for a lot of pushing and shoving.

The course turns north as you come off the dirt path. More dirt lies ahead, but first take advantage of the pavement and bury the pedal. A hard right is at the top of the course, but you have room to slide, so go easy on the brakes.



After a big loop at the northwest corner, you explode onto the dirt path. Hold your position on the path by maintaining a decent (not spectacular) speed and staying off guardrails. Even a slight touch gives the car behind you an opening to leave you in the dirt.



A hard right takes you back to the straightaway, where you can really open it up. Even if you slipped a notch on the dirt path, blow by slower cars by topping 120 mph.



# LEVEL 9: CHALLENGE TOUR

## Race 1: New York, Wall Street

HOT LAP—SINGLE

STATE AND BROADWAY: 1.6 MILES

TARGET: 1:20

LAPS: 3

After the serious Street Races of World Tour and Professional Season, the Challenge Tour shifts toward individual performances. Six events are based on time and speed, and a Style Challenge pits you against the course. Only three events feature direct competition against rival cars: Overtake Challenge, Street Race, and One On One. This tour also has an international flair, with three races each in Tokyo and London.

This is really two races. The first half features a long, narrow straightaway where you can push the car to the max. But can you stop in time to negotiate the hard right turn at the end of the straightaway? The track transforms into tough right-angle bends, followed by challenging turns, many of which exit onto narrow streets. Go fast on the straightaway, but success depends on safely squeezing every drop of speed out of the rest of the course.



If you top 110 mph on the straightaway, just make a clean right turn, even if you must slow to 30–40 mph. It's more important to stay off walls and keep moving than to come in too fast trying to execute a precision, high-speed slide.



This is the first turn that exits onto a wider street, but it quickly narrows, so don't lose control. The right sidewalk provides extra room in an emergency.



This left turn starts wide but narrows quickly, so watch the right guardrail as you realign for the exit.



Pile up slide Kudos in this wide turn.



Drive fast through the bottom loop returning to the start/finish line. Without narrow streets, you should also bag a Clean Section bonus as you start the next lap.

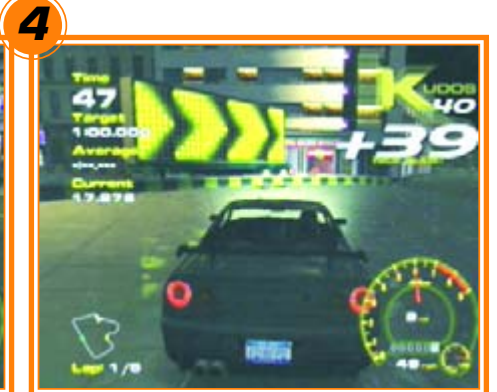
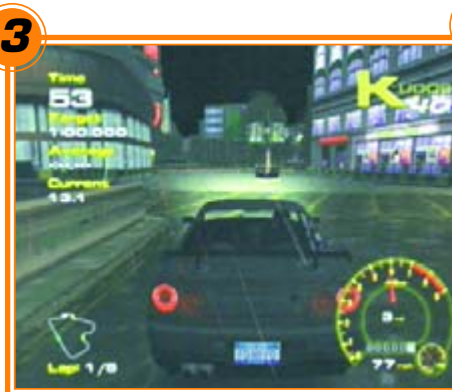
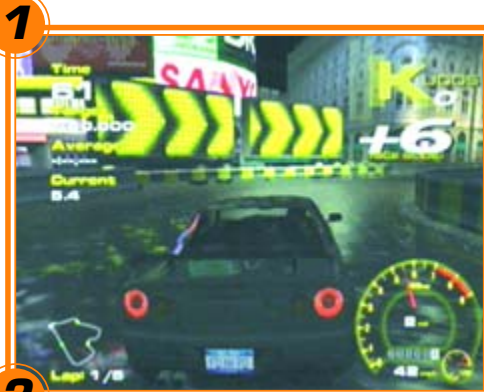


### Race 2: London, Trafalgar

This winding course through the bright lights of London is dark and wet. Although the track includes a long straightaway, many obstacles make it difficult to reach the speed of the last race. Pay special attention to steps, statues, and light posts. An AWD car is good on this slippery course.

#### HOT LAP—AVERAGE

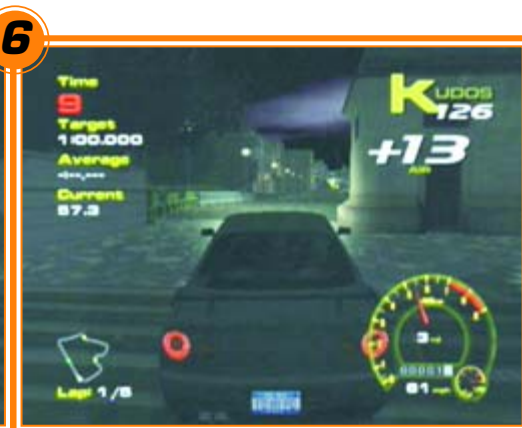
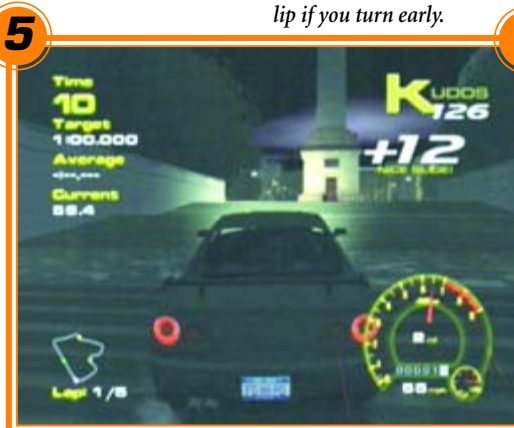
ST. MARTIN'S:	1.6 MILES
TARGET:	1:00
LAPS:	5



Although this turn is not sharp, it has an extra right-hand jog on the exit, so don't straighten the car too soon. The exit is wide, so extend the slide for extra Kudos.

A light post suddenly appears at the end of this short straightaway, so bear left. Apply the brakes and immediately start the slide as you pass the post, or risk going too far into the turn. The turn extends beyond the exit path, so you avoid banging into the lip if you turn early.

This right turn exits into a wide area where you can slide freely. After the turn, prepare for a gentle left into the shopping district. No obstacles exist to worry about, but the cobblestones are unstable in rain, so don't slide too close to either side.



The final right turn takes you to the start/finish line, but the path isn't clear. Watch out for the statue as you quickly drive up the steps. Build speed going up to catch some air coming down.



## Race 3: Tokyo, Shibuya

### TOTAL LAPS CHALLENGE

HACHI-KOU MAE: 0.3 MILES

TARGET: 3:00

LAPS: 7

This pinched oval includes two slingshot loops. Slide hard, but exit at just the right time to keep up your speed. Although Tokyo is dark, the lighting is good, so pick up turns early to find perfect slide points.

1



2



The top loop is the tighter of the two, so press the hand brake to slide hard around the turn. This enables you to exit the turn quickly and resume acceleration.



3



4



5



6



The bottom loop is wider, so take a different approach. Enter the turn wide, tap the brake, and then tap the hand brake to start the slide. Quickly release the hand brake or the car's rear end swings around too far (and too fast), pointing you toward the inside wall rather than down the straightaway. The exit is wide, so keep sliding to earn a Combo bonus.

This track is a big square. Because it's San Francisco, what would normally be a smooth, fast course is a fog-shrouded thrill ride with extreme up- and down-hill grades. The hills provide excellent opportunities for big air, but it is easy to lose control, especially when the car leaves the ground just before a turn. The good news is that three of the four corners are wide, so slide through them at high speeds. The other turn is wide going in and very surprising coming out.

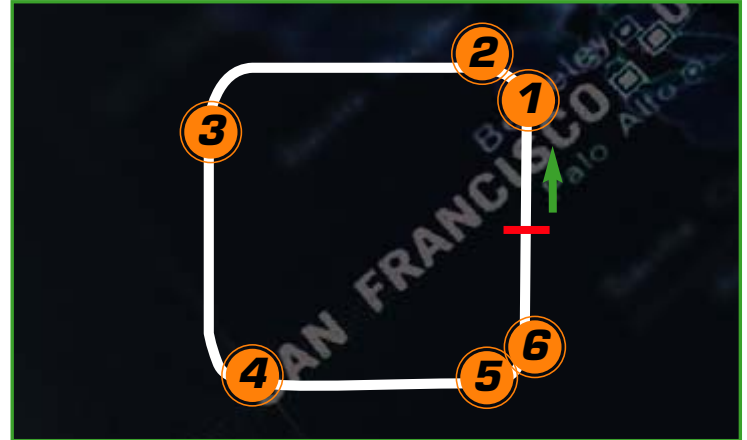
### Race 4: San Francisco, Pacific Heights

#### AVERAGE SPEED CHALLENGE

THE BOX:	0.7 MILES
TARGET:	65 MPH
LAPS:	6



The northeast corner is a strategic dilemma, because the lure of air can overcome the logic of slowing down to turn. Tap the brakes while still in the air to reduce your speed enough to execute the turn safely. The street is wide, so take the turn at around 60 mph without bouncing off guardrails. Brake earlier on laps two to six because you come through much faster. You can also catch air on the rise just before the start/finish line.



Barreling downhill into this right-hand turn is disastrous if you don't brake early—and often. Note the Corvette calmly driving by.



Taking this turn as fast as possible provides a dual advantage. You can execute a long slide with little braking, thanks to the wide street, and if you come through the corner fast, you'll catch serious air off the small rise just past the turn.



The third turn brings you to your knees if you take it too fast. Start the slide early so you can line the car up to the right of the tree-lined median. Even at reduced speed, you quickly accelerate when you land on the downhill slope, so control the car when you turn.



This turn is fast, wide, and largely uneventful, but don't get complacent. Complete a slide and earn a Clean Section bonus so you can tack on a Combo bonus.



This is another race by the bay, but it's all about speed. You must top 110 mph as you pass through speed gates at either end of a skinny oval. Reaching the target speed is not a problem for most cars. Stopping in time to slide around turns for Kudos is another story. Learn the braking limits of your car to earn a medal. Squeezing out a few extra mph is not worth the effort if you cannot execute a clean corner.

## Race 5: San Francisco, Financial District

### AVERAGE SPEED CHALLENGE

THE EMBARCADERO: 0.8 MILES

TARGET: 110 MPH

TIME LIMIT: 2:30

1



There isn't enough track to reach 110 mph off the starting line. You still earn points coming through the speed gates, and plenty of room exists to nail a nasty slide around the corner.



2



3



4



The top loop is much tighter than the bottom one, so reduce your speed to avoid the guardrail. Although your speed is relatively low coming around the corner, you have room to build up slide Kudos.

5



6



You hit the bottom loop much faster on the second pass, so the turn is considerably more challenging. Brake before you hit the speed gates. You earn a nice speed bonus, but more importantly, you have enough control to steer the car around the tight corner without hitting guardrails, earning substantial slide Kudos.

It's a rainy night in Times Square, and wide, slippery turns just beg for an AWD car to tame them. There is only one tight loop and a couple sharp turns, including a tight squeeze through a garage. Slow to execute the tough corners to make up enough speed on the straightaways to beat this course.

### Race 6: New York, Times Square

#### TIMED RUN

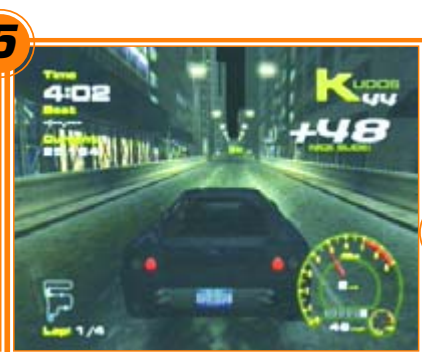
WEST 40s:	1.2 MILES
TARGET:	110 MPH
TIME LIMIT:	4:30



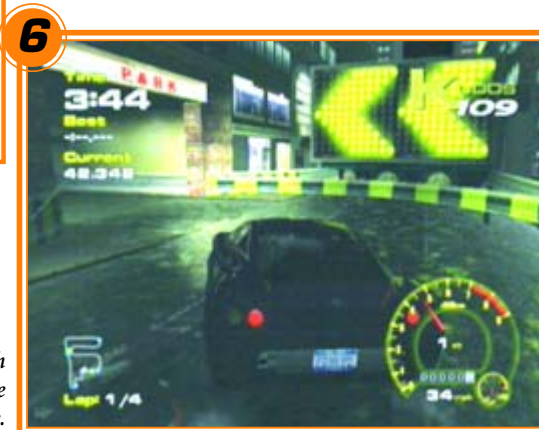
The pace cars are generally well behaved here, although the first turn is tricky if you don't beat the rival car to the corner. Stay inside and accelerate to the turn to avoid an early collision.



With the slippery pavement, start the slide earlier, because the car may not respond quickly. Also, by initiating an early slide, you can realign the car and accelerate before you finish the turn. This shortens the corner and lengthens the upcoming straightaway, and in a Timed Run, every second shaved brings you closer to victory.



Grab big slide Kudos on this switchback loop.



This turn is almost impossible at high speeds. If you miss it, you'll bounce back and forth off walls in the garage.



This is one of the longest Style Challenge courses, so you feel pressure to drive fast as you fishtail through cone gates. Earning Kudos isn't a problem; in fact, it can distract you, keeping you from finishing two laps in 2:55. Choose a car that breaks loose on slides, but one you can control, especially when a slide bounces you between guardrails on a narrow road.

## Race 7: London, St. James Park

### STYLE CHALLENGE

BUCKINGHAM GATE: 1.8 MILES

TARGET: 100 KUDOS

LAPS: 2

TIME LIMIT: 2:55

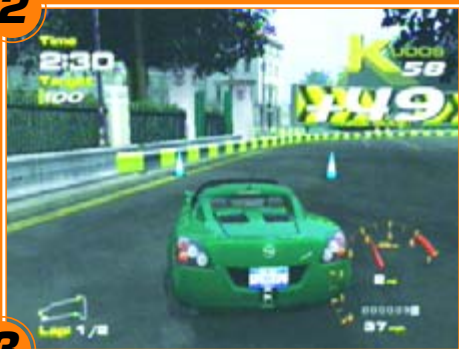
1



The opening straight-away features five speed gates in succession, alternating on either side. Pick up speed to earn more Kudos at each gate, but be careful on the fifth, final gate, where speed risks hitting the right guardrail.



2



3

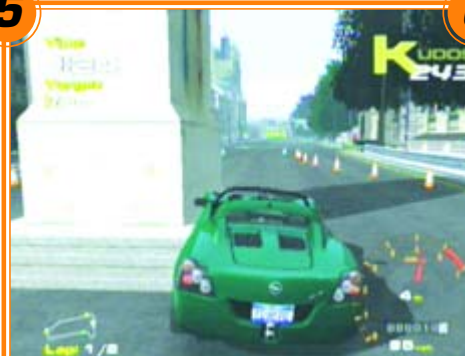


4



The long dirt path along the top of the course offers opportunities for sliding, but fly through this relatively straight section to save time. Wide turns are more productive for sliding.

5



6



After weaving back and forth through long cone gates, a single speed gate lies just before this left-hand turn. There is little room for error, so immediately tap the brakes and then the hand brake to avoid the guardrail, and initiate a long slide to the right. You have room before the next turn, so extend the slide for extra Kudos. If you slide through the speed gate, you earn a big Combo bonus.

Drive fast and hit the statue's steps to catch a Two-Wheel bonus just before flying through the speed gates.

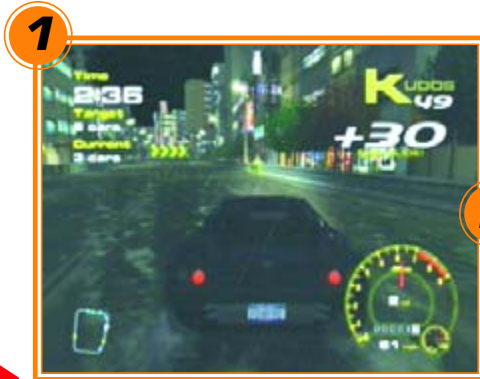
Passing cars as you wind through the temple's narrow passages is hard, but you must also contend with rain. Kudos are scarce on this short, square course, so pile up slide points in the area outside the temple. You quickly pass four or five cars, but then the field seems to get a turbo boost. But don't give up; when you catch the pack, the rival cars bunch together, and you quickly pass several cars.

Pile up Kudos during the first turn and straight-away that follows. After the turn, the street is wide and long, so concentrate on building up your Kudos "stash" with one move after another. When you finish, a Combo bonus is added to your total, so you can deposit large chunks of Kudos in the bank every time around.

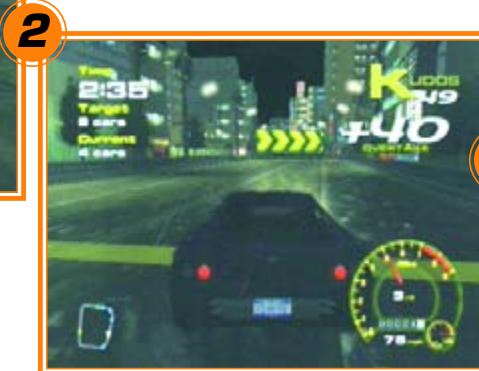
## Race 8: Tokyo, Asakusa

### OVERTAKE CHALLENGE

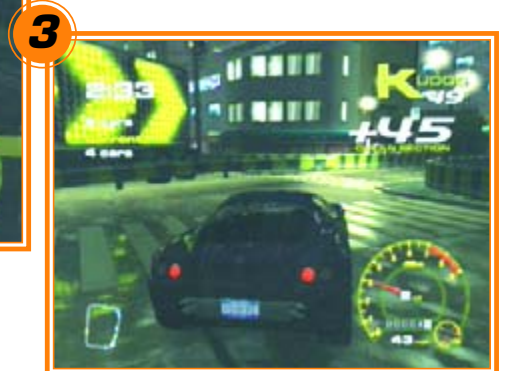
SENSOJI:	0.4 MILES
TARGET:	8 CARS
TIME LIMIT:	3:30



The first move is a slide coming out of the turn.



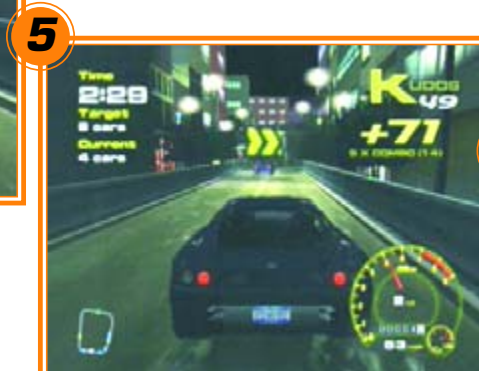
Next is an Overtake bonus.



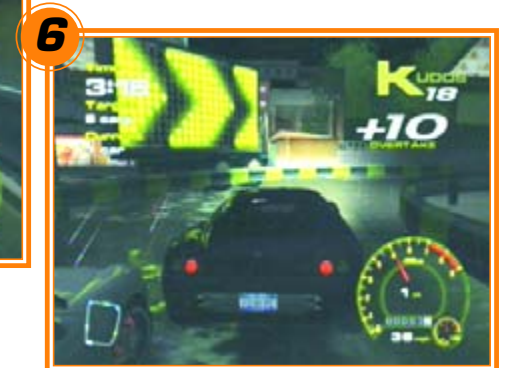
Continue adding to the stash with a Clean Section bonus.



Here's another slide.



Finish it off with a Combo bonus.



Inside the temple grounds, it is difficult and time consuming to pass rival cars. Try to pass cars before you enter so you can concentrate on quickly getting out.



The skies are clear, and the track is fast in this Tokyo Street Race. Rival cars are aggressive, so keep an eye on the rearview mirror to avoid potential collisions. The field starts off fast, so stay inside and sneak up to the first three or four cars, or you're out of the race before the first lap ends.

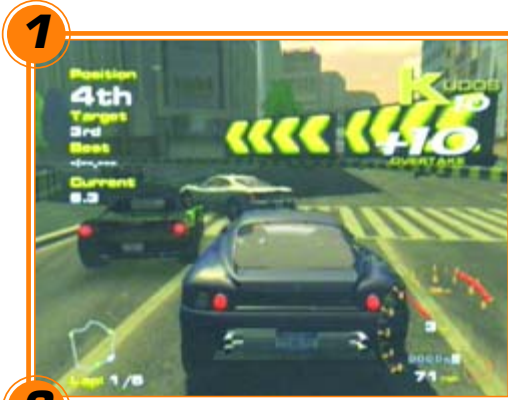
## Race 9: Tokyo, Shinjuku

### OVERTAKE CHALLENGE

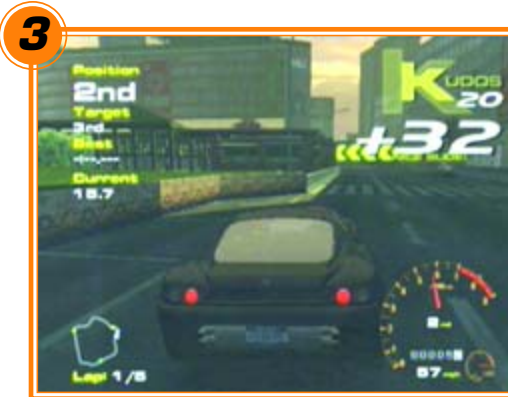
TOCHOU DORI LOOP II: 1.5 MILES

TARGET: THIRD PLACE

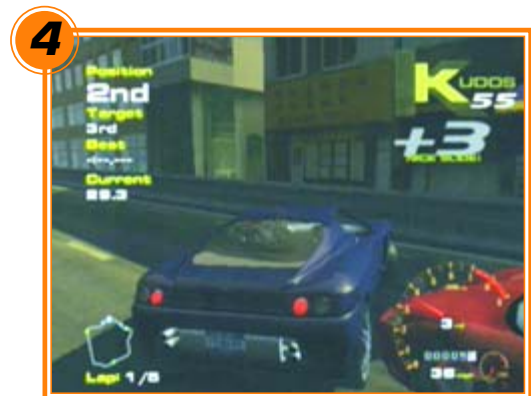
LAPS: 5



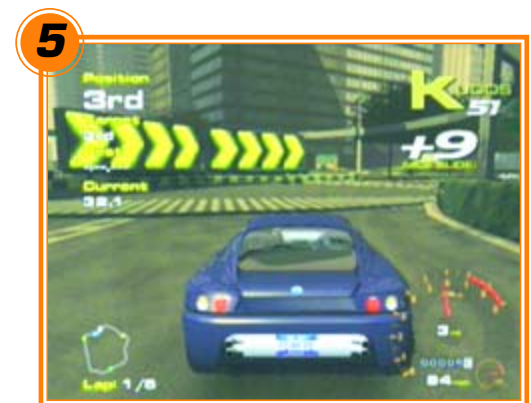
The start is critical. Stay inside but weave back and forth to pass a couple cars before the turn. Several cars collide as they cut inside, so be alert. As the cars angle toward the inside lane, move to the second lane. Exiting the turn, move to the far right where you can move up as cars bump each other coming out.



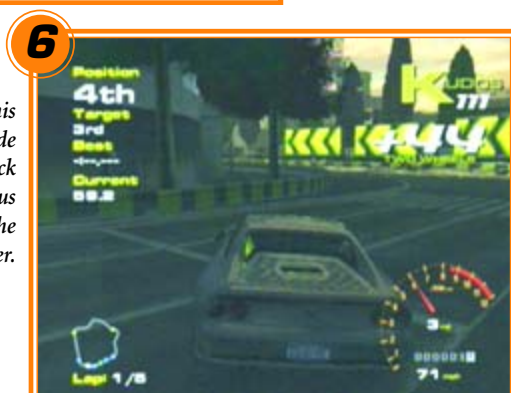
Watch out for this concrete wall that juts into the turn.



Rival cars love to clip you in turns. A little bump can drop you to the back of the pack in a heartbeat.



Protect the inside on this right turn, or rival cars behind you charge through the opening.



The sidewalk on this turn's right-hand side is high enough to pick up a Two-Wheel bonus as you slide around the corner.

Viewed from above, Milbank looks nothing like a race-course. Shaped like an L, the course includes a loop at either end and a sharp right turn in the middle. You are either driving flat out or braking and sliding hard around a loop or turn. A single mistake can cost you the race, because of the speed the rival car generates in the straightaways.

### Race 10: London, Westminster

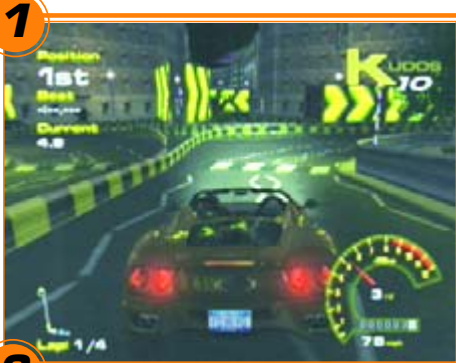
#### ONE ON ONE

MILBANK: 1.4 MILES

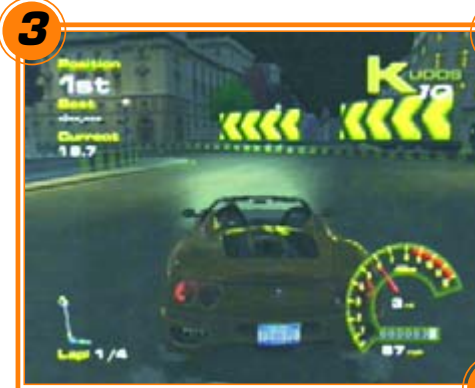
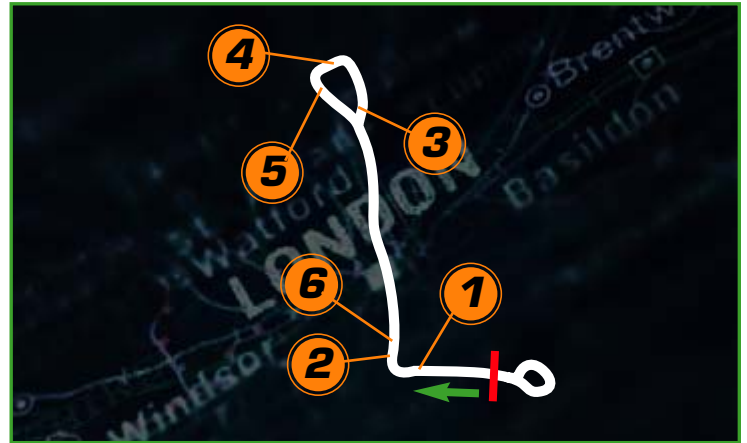
TARGET: 360 MODENA

LAPS: 4

HEAD START: -15 SECONDS



The first turn is a right-hander onto the long straightaway. It is less than a right angle, but you can still lose control coming in too fast. There is room to slide, but don't waste too much time fishing for Kudos. Sliding through the top loop is more productive.



At well over 100 mph, it can be difficult to pick up the actual beginning of the loop, because you see the left turn barrier very early. Don't slow too early, but you cannot cleanly execute the loop if you start the slide too late. Slow down and hit the hand brake when you see the black-and-white stripes on the left-hand guardrail.

This is a deep and wide loop, so stay on top of the slide, feeding just enough speed to keep it going, but not so much that you hit the left-hand wall.

The middle turn is more difficult going south for two reasons. First, you are going faster, and second, instead of a straight turn with hard corners, it is a half loop. The shape prevents you from hugging the left side to get a better turning angle, so use the hand brake to help the car follow the curve's contour. When you clear the curve and see the exit to the right, tap the hand brake to swing the car's rear end to the left, aligning the car to enter the lower straightaway.





# LEVEL 10: ENDURANCE SEASON

There's no question why this level is named Endurance Season. The season encompasses two races in each locale, and each pair includes a 15-lap marathon and a Hot Lap—Single race. The Hot Laps get longer as you move through the level. Strap yourself in and drink plenty of fluids; it will be a long, hot season.

The fog over Fisherman's Wharf is so thick that it obscures areas of the course. Plan on touring the track several times to get familiar with turns, angles, and obstacles. The fog is sometimes closer to the ground, so objects and the road itself move in and out of view. Various types of walls and barriers, other than the recognizable yellow guardrails, make the job more difficult. Spotting brown posts is tougher than finding a bright yellow barrier.

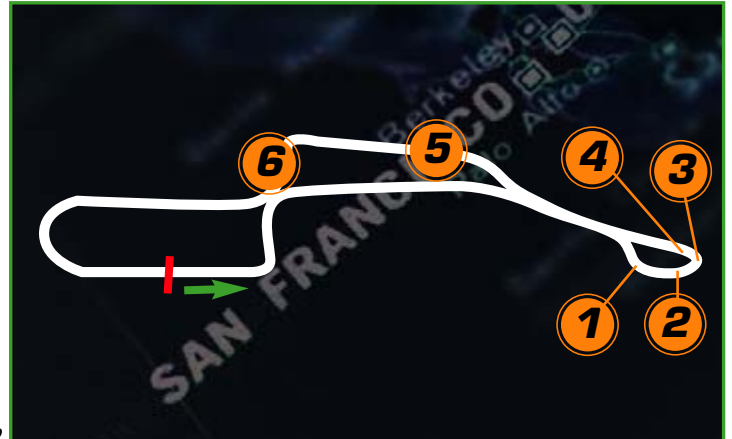
## Race 1: San Francisco, Fisherman's Wharf

### HOT LAP—SINGLE

THE WATERFRONT: 1.2 MILES

TARGET: 1:09

LAPS: 3



After an opening left-right sequence, hit a high-speed stretch that runs relatively straight toward the south-east loop. Thanks to the low fog, a sudden turn to the right can surprise you. The next left turn comes up just as quickly, so don't miss it. Old streetcar tracks provide an emergency shoulder if you react late.



This left-hand loop is very sharp because the road doubles back. To make it through the tight angle, stick close to the left, and complete a hard slide around the corner. Don't get lazy or you bounce off the far guardrail.



The right fence posts swing almost imperceptibly to the left, somewhere ahead in the fog. You are accelerating here, so note the change and ease left, or you catch the fence and ruin an otherwise fast section.



This crisp right angle is the sharpest turn on the course. Cleanly execute this corner to head into the final loop with a little speed.

### Race 2: San Francisco, Financial District

This course includes everything: narrow loops, wide loops, right angles, and a chicane. It is one of the few level stretches in San Francisco, so don't worry about severe grades. The rival cars drive hard, and they are not above ramming you.

#### STREET RACE

CABLE CAR:	1.7 MILES
TARGET:	THIRD PLACE
LAPS:	15

1



2



3



Take the inside position on this 90-degree left turn, and repel aggressive rivals who try to cut you off.

4



This wide right turn lets you peek at the Golden Gate Bridge, but this is no time for sightseeing. Rival cars love to pass you here, so watch your position and block challengers.

5



What looks like a severe right-hand turn is just a short right jog. Slow down slightly, and without turning the wheel, tap the hand brake for a quick adjustment. Then resume speed on the straightaway.

6



This wicked loop could be the most important turn. Start the slide early to retake the inside position coming out of the turn. Rival cars try to sneak inside, so plan ahead.



It takes an expert slider to master Westminster Challenge. Loops and circles cap either end of a long straightaway. Know when to brake at the end of the straightaway, and use the loops to build up your Kudos. It's also raining, so your car looks for opportunities to break loose and hit a wall.

## Race 3: London, Westminster

### HOT LAP—SINGLE

WESTMINSTER CHALLENGE:	1.5 MILES
TARGET:	1:17
LAPS:	3

1



This is easy; just keep the car in the middle and bury the accelerator. You must stop eventually, but just drive fast for now.



2



3



4



The first part of the eastern loop is best for nailing big slides, because the curve is wide and gentle. But you must first slow down to make the initial left turn; 80–90 mph is good for a fast AWD car. Don't expect much from the initial left-hand slide. When you turn to the right, gradually accelerate and feed the slide all the way around.

5



6



The western loop is the tougher one, because you don't have as much room when you enter the first curve. However, you have more room to slide in an extended area on the far side of the building.

### Race 4: London, St. James Park

It's clear and dry in London, which means a fast course. At the start, sprint with the pack to see who goes first through the narrow stone passage. Then take the wide turns at maximum speed, which requires sliding early and hard. Use airborne skills in this race; just past the beginning of every lap, you must fly down steps past the statue and negotiate a sharp left turn as you land. Rival cars excel here, so master this launch and turn to win.

#### STREET RACE

THE MALL EAST: 1.6 MILES

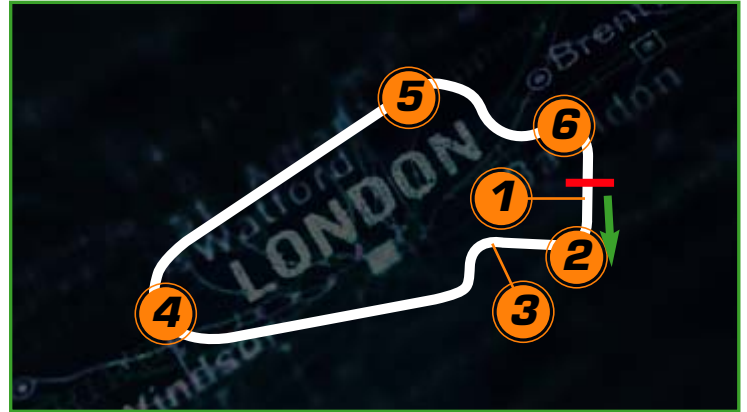
TARGET: THIRD PLACE

LAPS: 15

1



2



3



Starting at the rear, you have little chance to be first through the gate, but you can move up to at least fourth if you skim the statue's right side, catch some air, and slide into place before the narrow passage.

Catch plenty of air going down the steps, but stop short of the far guardrail. Stay in the middle, and slide before the beginning curve of the left-hand guardrail.

4



Protect your position through this turn to pick up ground in the long straightaway.

5



This turn comes up fast after the straightaway, so brake early and slide hard.

6



This hard right turn past the guardhouses takes you to the start/finish line. The passage is wider than for the previous stone gatehouse, but the turn is sharp, so brake accordingly.

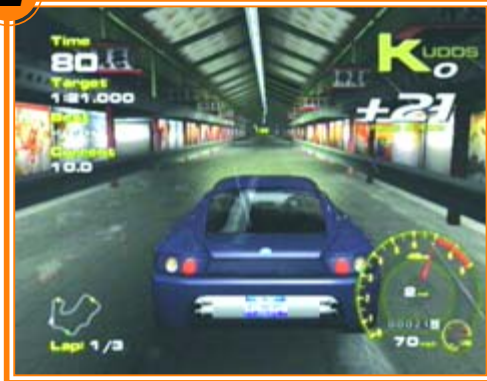


Shift to Tokyo for an evening race. The familiar temple segment in Asakusa is made more difficult by steady rain. A new section introduces wide streets, a freeway overpass, and a curved tunnel. The rain is a major factor, especially on narrower streets, but you should stack up Kudos on the wide turns.

## Race 5: Tokyo, Asakusa

### HOT LAP—SINGLE

KOEN MINAMI:	1.6 MILES
TARGET:	1:21
LAPS:	3



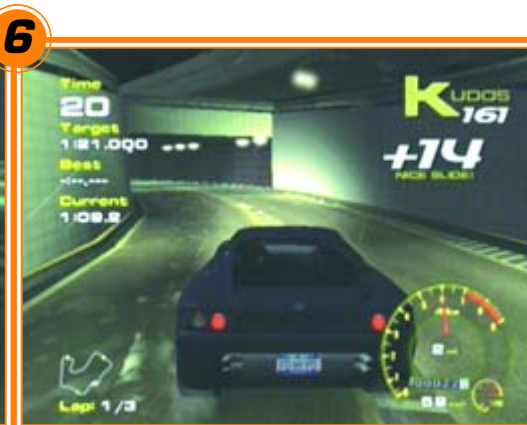
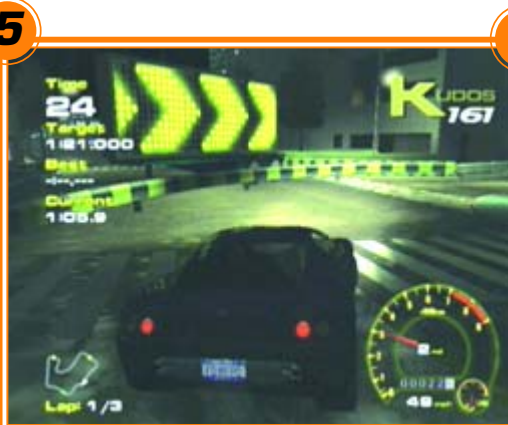
After a long warm-up to the start/finish line, the first challenge is to slide neatly into the temple. Maintain speed on this turn by starting the slide early and aligning the car with the temple gate while still on the street. This allows you to resume acceleration quickly and earn more Kudos on the slide as a result.



After exiting the temple, enter a short straight-away leading to a left-hand loop. The curve's angle is not severe, but the street is narrow. Control your speed and stay off walls as you move through this congested area.



This is an excellent turn for sliding, because both the entry and exit are wide.



Like many difficult turns in Project Gotham Racing, this one comes just before the start/finish. A quick right-hand jog is followed by an immediate left into the tunnel. This is tricky because the tunnel curves right from the beginning, so you have little time to adjust after sliding through the first turn.

### Race 6: Tokyo, Shinjuku

#### STREET RACE

TOCHOU KITA-DORI HIGASHI:	1.5 MILES
TARGET:	THIRD PLACE
LAPS:	15

The weather is clear and the track is fast on this irregular circular route. Although the race starts calmly, rival cars are predictably competitive on a course devoid of right-angle turns and loops. A few tricky little jogs interrupt an otherwise high-speed romp, so pay attention and protect your position.

1



As the race begins, the field bears left, leaving the right side wide open. Stay where you are and edge to the inside of the first turn, and you should be in third place when you reach the first straightaway.



2



3



Stay inside as you approach this left-hand jog. This is the best place to keep other cars at bay, but it makes the turn tougher, so expect a lot of contact.

4



Put some space between you and the field with a tight, fast turn. Slide early and align the car to slice across the turn's apex.

5



What a place for a chicane! This corner includes a right-left-right sequence that is deadly in heavy traffic. Expect plenty of contact, so keep the car pointed in the correct direction. Rival cars love to clip the car's rear bumper and spin you sideways.

6



This sharp right-hander returns you to the start/finish line. The exit is wide, so look for opportunities to slide inside or outside and move up.



## Race 7: New York, Times Square

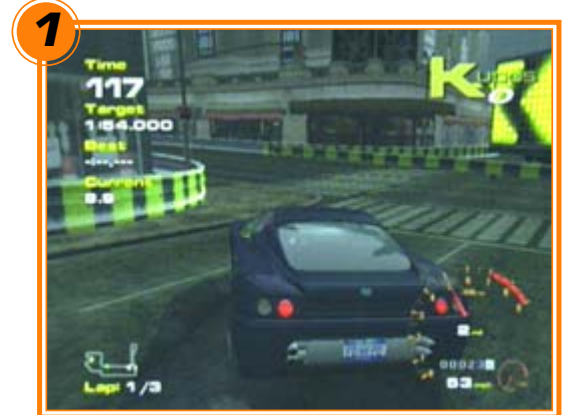
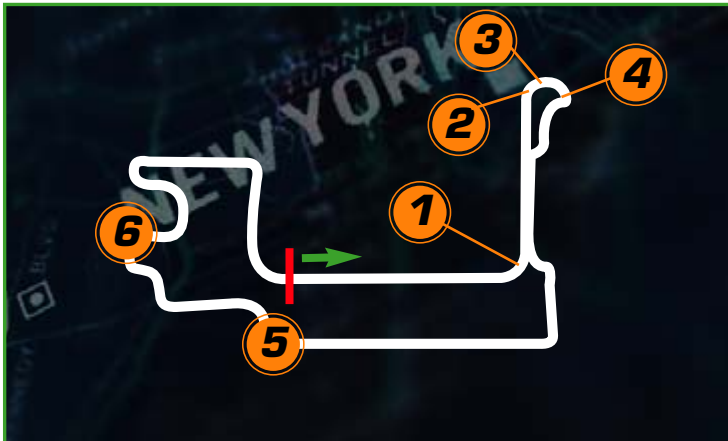
### HOT LAP—SINGLE

BRYANT PARK: 2.1 MILES

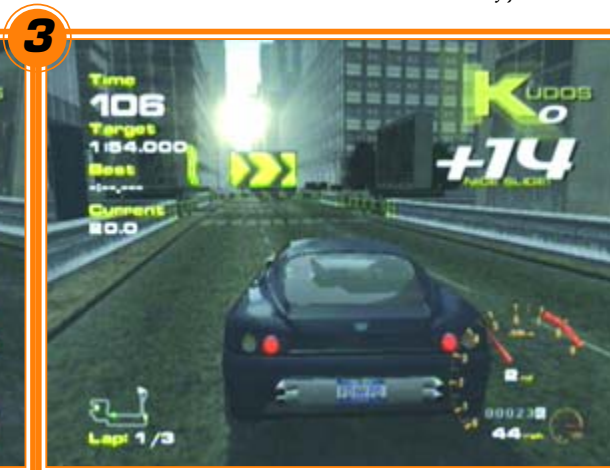
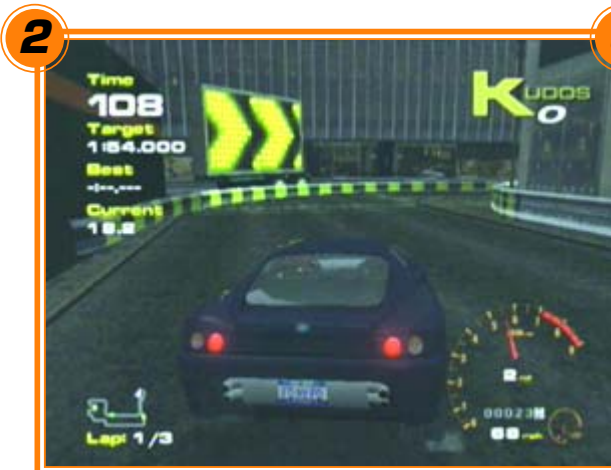
TARGET: 1:54

LAPS: 3

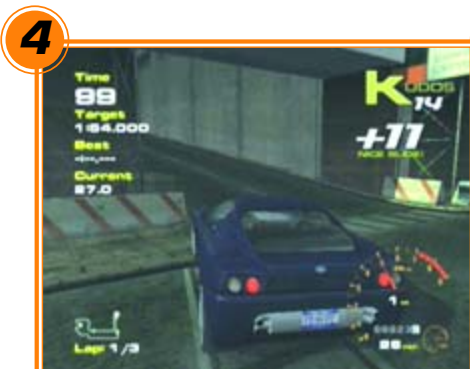
This big course takes you around, under, and through Times Square, with long straightaways, loops, and narrow paths through indoor garages. There is plenty of speed in both directions in the middle of the course, but eight directional changes at the western corner will drive you crazy. This is slide country, though, so you will probably accumulate most Kudos here.



After a long, fast straightaway, slow down for this left-hander. Although the turn is tight, the exit is wide enough for slide Kudos if you start the slide early.



The downhill grade leading to this right-hand turn makes it difficult to gauge your speed. The exit is tight, but slow to about 60 mph to earn slide Kudos on the other side.



You have little time to prepare for this left-hand squeeze into the garage, so don't push it. A conservative slide is better than nothing when you negotiate this nasty corner.



This is another difficult turn to judge because of your speed on the straightaway. But there is room on the other side of the turn to extend the slide.



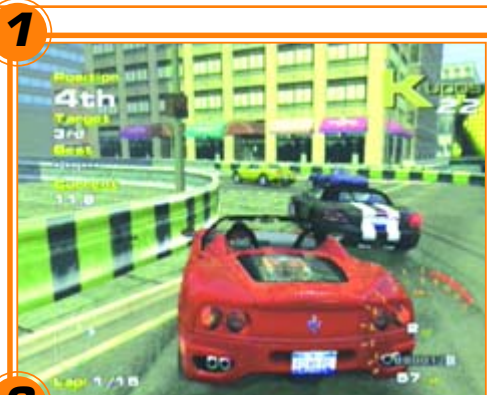
Rack up big slide Kudos as you weave through this series of lazy loops.

### Race 8: New York, Wall Street

#### STREET RACE

FDR DRIVE LOOP:	1.6 MILES
TARGET:	THIRD PLACE
LAPS:	15

The FDR Drive Loop looks like an upside-down bell. With a straightaway at the top and a gentle loop, this track is fast and furious. Along the way, the course presents a few challenges. Narrow sections squeeze cars together, and a split can either send you ahead or drop you behind, depending on your decision. Most rival cars are aggressive in a Street Race, but they are down-right mean in this event. Even a simple passing maneuver can spell disaster if a rival car rams you off the road. Hide your intentions and always watch your back.



After the upper straightaway, you hit the second turn at 100+ mph. It's tough to stop, especially in this narrow entry road. Cut the wheel hard as soon as you clear the left guardrail, but don't be surprised if you get rammed from behind.



It is relatively easy to move up on the opening straightaway if you don't stay next to a rival car for more than a second. Head into the turn with the pack to come out in third place or better.



The road splits at the middle of the bottom loop, which can be a boon or bust, depending on your place in the pack. We like the right-hand side, because as you come out of the loop, a neat little cement wall cuts off the right guardrail. Stay in the lane's middle, and dare another car to come up on the right. Hold your position, and the rival car stops abruptly, courtesy of the cement wall.



# LEVEL 11:

# WORLD CLASS SEASON

This 10-race season includes London as the featured venue. The first six races are solo challenges, while the final events contain three Street Races and a One On One against the Viper RT-10. The season begins on one of the strangest courses in *Project Gotham Racing*. You will be going around in circles whether you want to or not.

This U-shaped course has four wicked corners. The top two are tight loops, while impossibly sharp angles make up the bottom two. Be prepared for a steep learning curve. Even the straightaways are difficult. Narrow roads and ultra-high speeds often cause inadvertent contact with walls. Ultimately, success depends on how well you control the car in the straights, and how efficiently you stop and slide.

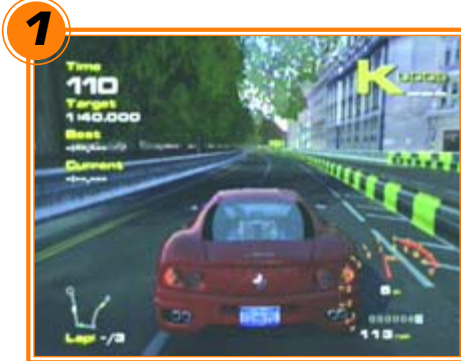
## Race 1: London, Westminster

### HOT LAP—SINGLE

THE EMBANKMENT CHALLENGE: 2.2 MILES

TARGET: 1:40

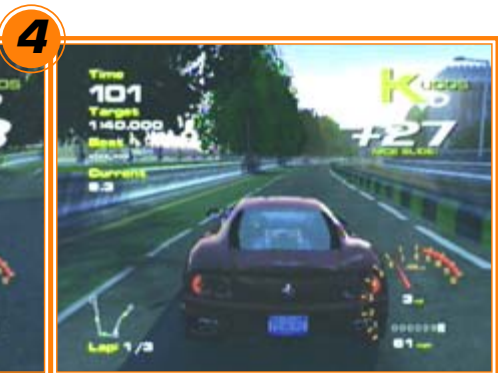
LAPS: 3



Pay attention to the slight directional changes in this opening section. It is not a straight line! Adjust imperceptibly; if you lose focus, the car will scrape the guardrails, which causes serious problems at high speeds.



The approach to the first left turn is confusing because you see the right-turn barrier on the opposite side of the road before the left-turn barrier on your side. Use the first barrier as the cue to reduce speed; if you wait to see the left-turn barrier, it is already too late.



After the short straightaway at the bottom, this tight left-hander comes up fast. It is an oddly shaped curve, with a wide left and then a quick jog and long curve back to the right. You have room to slide, but don't spin into the guardrail on the left that juts into the next curve.



Little room for error exists at the beginning of this loop, so slide early, but let go of the hand brake before you spin too far right. Start another slide as you wind toward the exit.

This course is a slider's dream, with wide turns and plazas. It would be a snap to earn enough Kudos for a medal here if it weren't for annoying pace cars. These cars speed up and slow down just to interfere with your slides. They ram you, bump you, and even block turns so you can't start or finish maneuvers. Avoid the pace cars to conquer The Treasury.

### Race 2: London, St. James Park

#### TIMED RUN

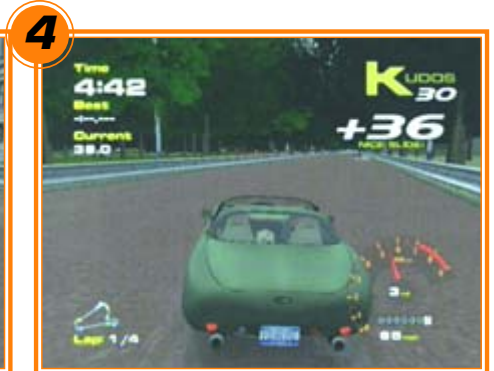
THE TREASURY:	1.8 MILES
TARGET:	5:20
LAPS:	4



This race starts with a bang as you enter a large plaza. Keep up your speed and slide to the left, but prepare for the stone gateway, a tiny opening that leads you to the plaza's exit and a trip down some stairs.



You've seen this turn before. Hit the hand brake when you land, and slide to the right. Avoid the Mini, one of several rival cars that love to get in the way.



Slide around this corner onto a long straightaway.



In this loop, you find more opportunities to both slide and hit the Mini.



This turn whips you to the finishing straightaway. Increase your speed, and Kudos, over the next three laps, and avoid the rival cars. The Mini goes away after the first lap, but other cars wait in the wings!





Focus on top speed on this elongated, kidney bean-shaped course. Your speed is recorded when your car passes through the speed gates at the course's top and bottom. You should top 100 Kudos on a single slide at the top. The turn is long and wide, so come in fast without losing control.

## Race 3: New York, Wall Street

### HOT LAP—SINGLE

WATER AND FDR: 1.2 MILES

TARGET: 110 MPH

TIME LIMIT: 2:30

1



After the road bends slightly right, bear left so the car lines up for the speed gate at the end of the straightaway.



2



3



4



After flying through the speed gate, tap the brakes and feed the hand brake just enough to start the slide. It takes little pressure to get the car moving sideways at this speed, so don't overdo it. After the car starts sliding, keep balancing the speed and hand brake as you spin. You have room to do a 360 if you go fast enough.

5



6



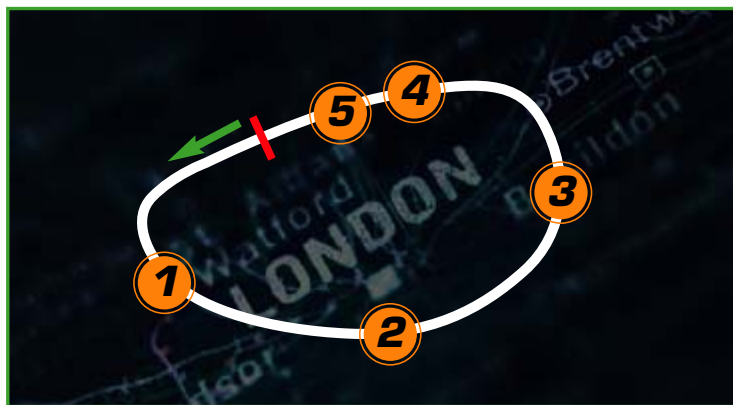
Find more of the same on the eastern leg, but slow down for a break in the middle of the straightaway. You'll need a near-perfect transition to get close to, or over, 110 mph before reaching the speed gate. The gate is on the right side, so stop quickly to avoid hitting the guardrail as you turn left.

This egg-shaped course is only 0.3 miles, so it would seem simple to complete four laps in less than 2:00. However, you must pile up at least 1,000 Kudos while slipping and sliding through a London rainstorm. Starting a slide is easy, but stopping it isn't. Work overtime getting the brake, hand brake, and wheel to cooperate on the way to victory. If you have trouble accumulating 1,000 Kudos, turn up the difficulty level and run more laps for a Kudos bonus.

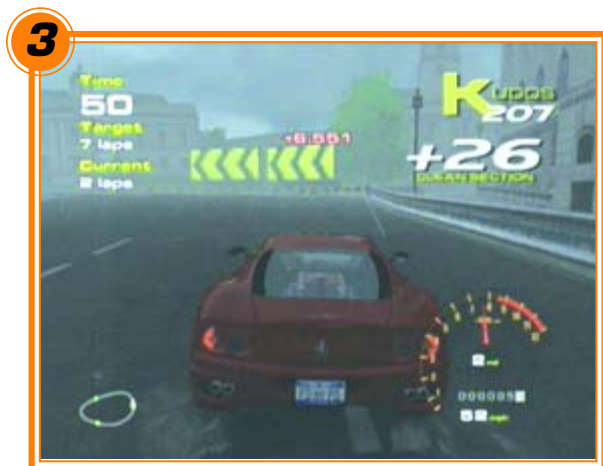
### Race 4: London, Trafalgar

#### TOTAL LAPS CHALLENGE

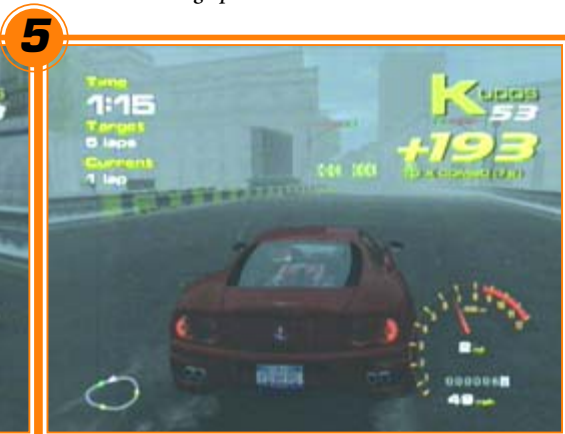
ST. MARTINS NORTH:	0.3 MILES
TARGET:	4 LAPS
TIME LIMIT:	2:00



Start sliding as soon as you enter the first turn. The car hydroplanes, so don't jam on the hand brake or you'll spin 90 degrees and hit the left-hand guardrail. A light tap on the hand brake and increasing speed keeps you moving while racking up Kudos.



If you keep the slides in the middle of the road, you'll earn Clean Section bonuses.



On the north side, work an extended slide by moving from one side of the road to the other. Keep building Kudos by hitting one slide after another—you also earn a nice Combo bonus.



Share the track with some ill-mannered rivals. This flattened, L-shaped course has a perfect 180-degree turn on the east side and four soft right-angles at the other corners. It sounds easy, but the turns run in and out of garages, and one straightaway leads you into the afternoon sun. We recommend a pair of shades!

## Race 5: New York, Times Square

### OVERTAKE CHALLENGE

EAST 42ND II:	2.2 MILES
TARGET:	5 CARS
TIME LIMIT:	3:00

1



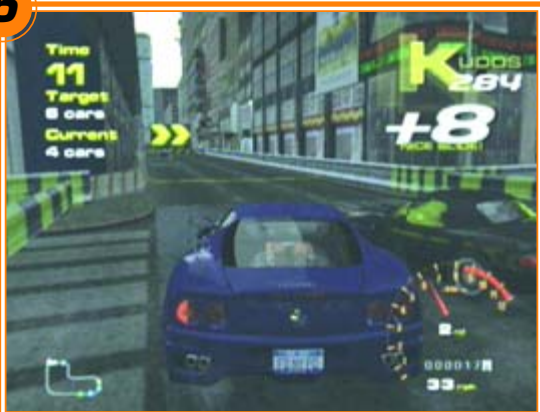
Pass the first rival car before the second turn, but don't get too excited. The next four cars stretch out ahead, and it takes hard driving (and great cornering) to catch them.

2

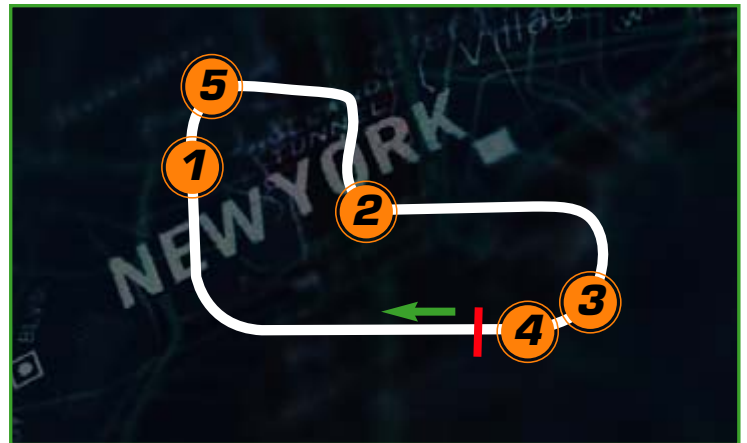


The glare is devastating when you exit the garage and turn east, especially if you are chasing a rival car.

5



While rival cars are not as aggressive as in other races, they still get in the way at the most inopportune times.



3



4



The eastern loop is a great place for sliding; extend the slide all the way to the start/finish line.

Although 200 Kudos is a snap, you must complete two laps before time expires. You find everything here, including a 180-degree loop, a tight chicane with five curves, and two oddly shaped loops. Cone gates assemble in the lower half of the course, and although relatively few speed gates exist, the positioning keeps you sliding from one side to the other.

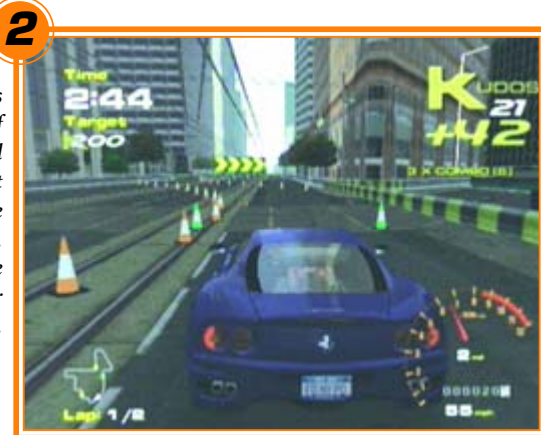
### Race 6: San Francisco, Financial District

#### STYLE CHALLENGE

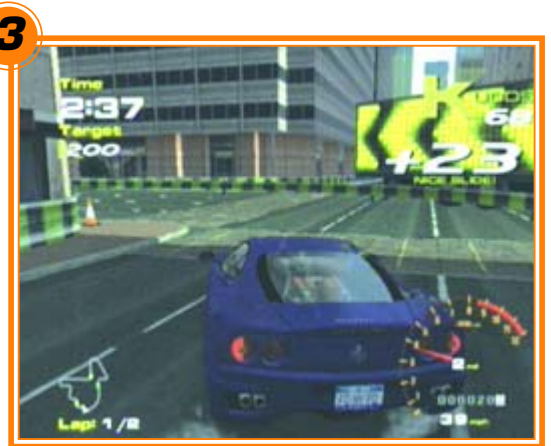
SANSOME STREET:	1.7 MILES
TARGET:	200 KUDOS
LAPS:	2
TIME LIMIT:	3:00



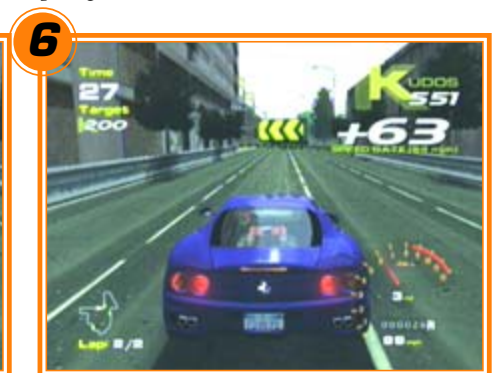
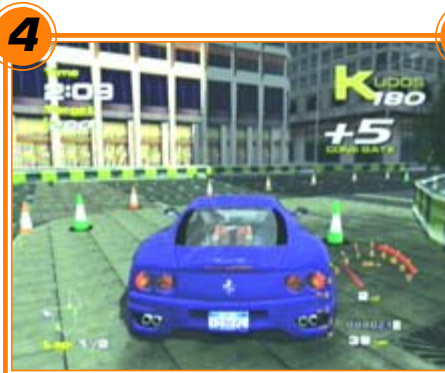
The course begins with a series of speed gates on alternating sides. Slide through the gates to earn additional Combo bonuses.



As the road winds toward the bottom of the map, the speed gates stretch out more, and you have more room to slide. When you slide between gates, your Kudos stash builds.



The southwest corner features a zigzag chicane with several short curves. Slide back and forth, but be careful of the first left turn. The speed gate on the other side is on the right, so don't cut the corner or you'll run down the cones and deactivate the speed gate.



The last sequence of cones appears in the small finger-loop on the west side. Two sets of speed gates appear in the section that follows, but once you make the 90-degree left turn at the end of the straightaway, it's clear sailing until the start/finish line. Watch the clock; if your pace slips, this is the best place to make up lost time.

You should drive faster on the second lap, so your Speed Gate bonus is higher.



Return to Pacific Heights for a six-lap test of gravity as the car flies and bounces up and down steep hills. Two factors determine success: how well you stop on a downhill turn and how fast you turn going uphill. Rival cars have both techniques down, so you cannot afford mistakes.

## Race 7: San Francisco, Pacific Heights

### STREET RACE

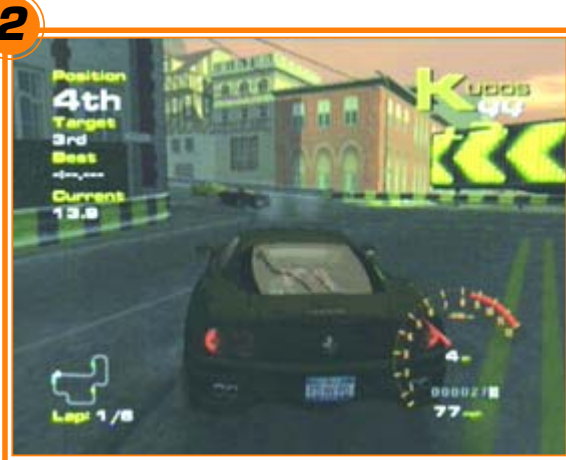
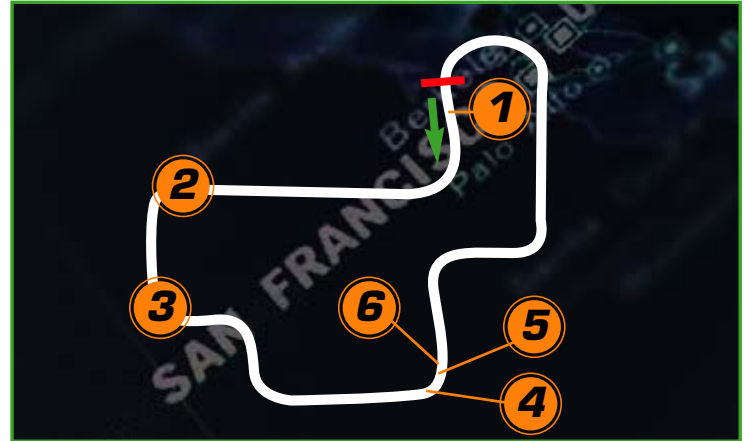
PACIFIC HEIGHTS LOOP: 1.3 MILES

TARGET: THIRD PLACE

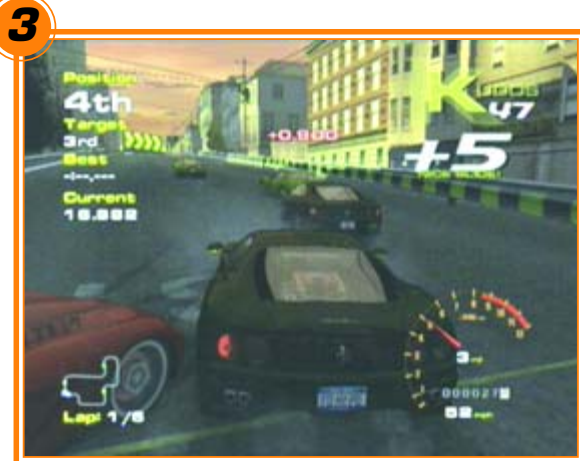
LAPS: 6



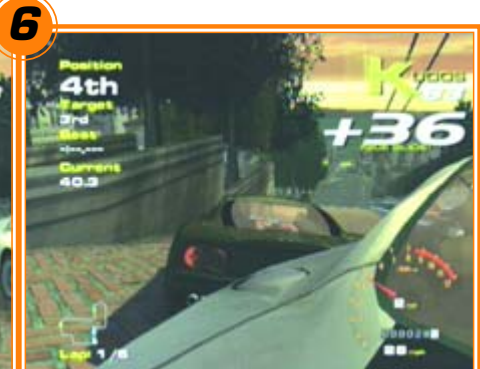
At the start, cut left and join the line before the turn. If you cleanly execute the corner, you should come out in third or fourth place. There is simply no room to cut inside the rival cars. If you try to force the issue, you spin around like a top.



Take this uphill left turn much faster, without risking a wild spinout, thanks to gravity.



Rival cars play rough on the Pacific Heights Loop, so don't back down if you want to muscle through the pack.



This is undoubtedly the roughest turn on the course, if not in the game. After a fast straightaway, whip around this left turn, slide quickly to the right to avoid the median, and control the car as it vaults over the hill. The car spins, flips, dances on two wheels, and otherwise careens through traffic. With a little luck, you'll be pointing in the right direction when the dust settles.

It's a clear day in London, which is good because you need excellent visibility to see rival cars that aim for you on the course. A long straightaway on the western side encourages high speed, while the eastern deep S-curves quickly bring you back to earth. Most turns are wide, but be careful of rival cars that clip you if you drift too far from the inside.

### Race 8: London, Trafalgar

#### STREET RACE

THE ROYAL HAYMARKET: 1.2 MILES

TARGET: THIRD PLACE

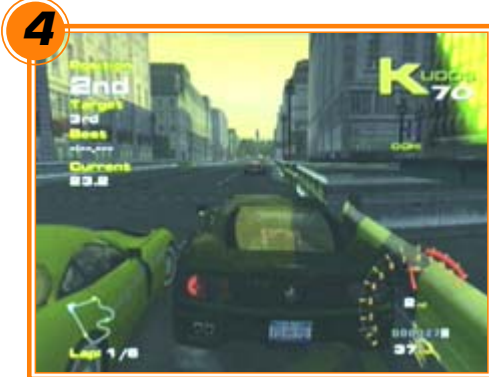
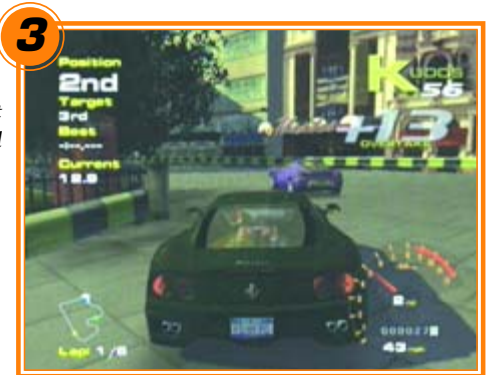
LAPS: 6



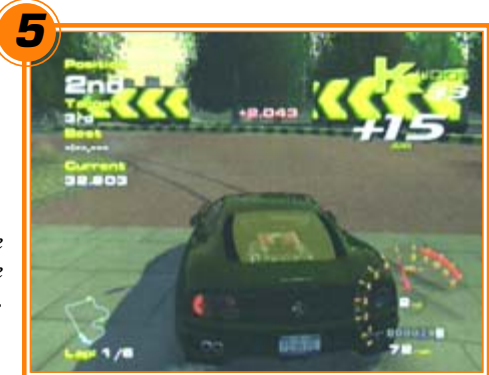
Cut inside immediately after the start. Settle into fourth place as you move through the long left-hand curve, and look for opportunities when the pack empties out in the square.



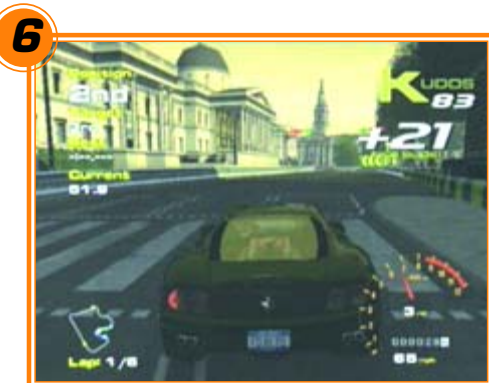
Cars drift wide on this hard left turn, so stick to the inside and move up.



This left-hander has an almost imperceptible loop that can cause problems as you leave the turn. If you get squeezed inside, break free as soon as you can; you must protect four lanes on this long straightaway approaching the statue. Prepare for a trip down stairs and a hard left turn.



Execute a clean turn at the bottom of the stairs, or you lose your position.



After flying through the stone archways, another loop returns you to the start/finish line. You hit the first turn much faster on the second lap, so prepare to slide early.



## Race 9: Tokyo, Shinjuku

### STREET RACE

SUMITOMO-BIRU HIGASHI: 1.8 MILES

TARGET: THIRD PLACE

LAPS: 5

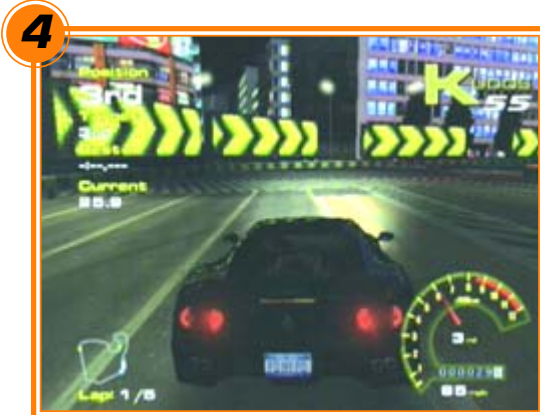
It's a clear evening in Tokyo, and this course is fast. Although you don't have to worry about rain, lighting is very poor in some areas, so high walls and sharp corners pop up without warning. Pay attention to rival cars, especially when they move in a pack directly in front of you. Let them be your eyes in dark areas, and wait for opportunities to exploit their angles. Collisions are a problem, so keep checking the rearview mirror.



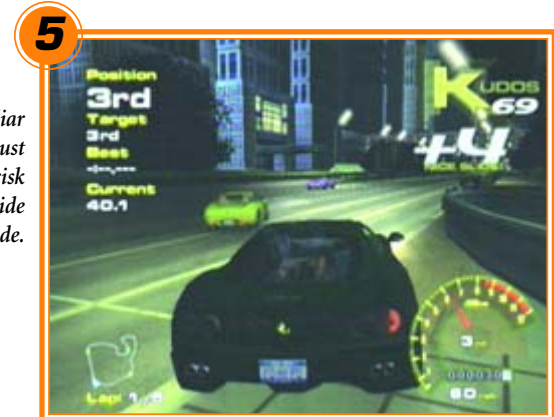
Although the initial opening seems to be on the left, tuck in behind the cars and stay right (follow the red car) as you enter the opening curve. Opportunities open along the wall, and you can muscle through the pack. Try not to get pushed left of the concrete pillars, or you are forced to take a different road.



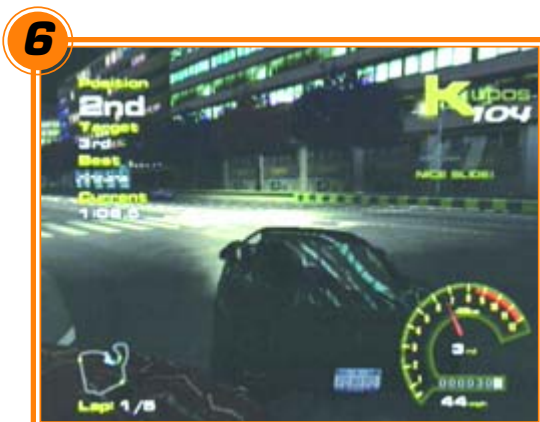
As you continue down the eastern side, the track's lighting is inconsistent. This is a problem at a little right-left jog midway down, where a brick wall materializes out of nowhere.



The road narrows to three lanes just past this seemingly wide curve, so don't slide too far left as you enter the turn.



This turn has a peculiar indentation where you must hug the inside corner or risk slamming into the outside wall as it dips inside.



This is the money curve. Win or lose the race in this final loop that winds precariously back to the start/finish. Rival cars often lose it here, so drive conservatively and maintain control, and you might move up.

### Race 10: New York, Times Square

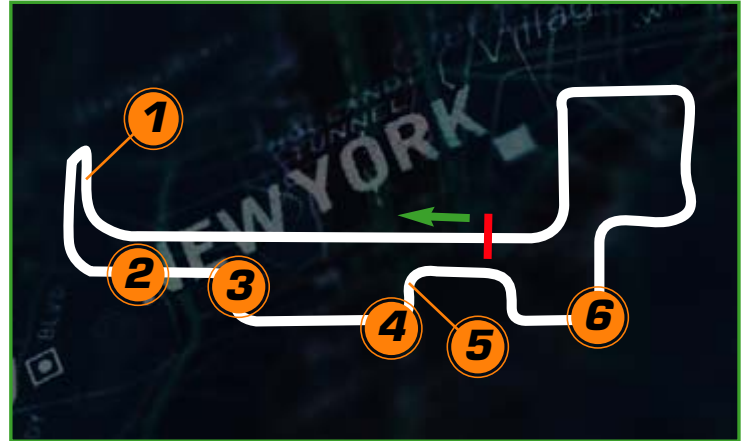
#### STREET RACE

EAST 42ND I:	1.9 MILES
TARGET:	VIPER RT-10
LAPS:	4
HEAD START:	-15 SECONDS

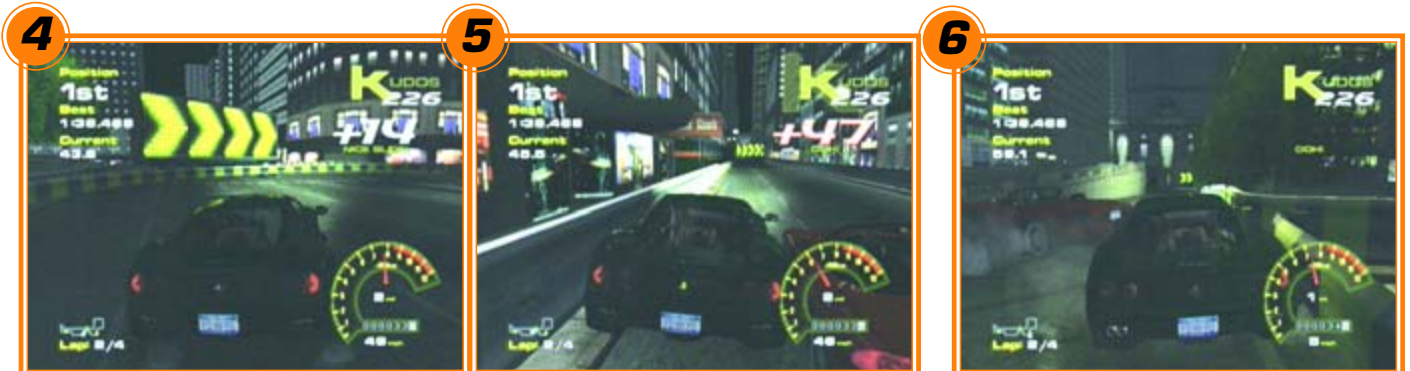
The prize for this nighttime duel is a shiny, new Viper RT-10. Narrow streets and ramps provide opportunities for defensive driving, so memorize all the nooks and crannies during the first couple laps. When the Viper shows up, you'll know where to position the car for the best blocking effect.



The first trouble spot is a small protrusion at the northwest tip. The angles in this V-shaped loop are impossible, so use the brakes carefully to avoid losing control. Especially notice where the Viper is as you exit the loop, because the road widens suddenly, and if you are stuck on one side, the rival car can zoom by unchallenged.



Take heart if the Viper catches you in this turn. Regain the lead on the other side by watching how the rival car sets up for the next hard left. As the Viper swings right to prepare, stay left and drive straight for the corner. Normally, you would take a wider approach, but with the Viper wide, cut inside and push him out of the way as you turn.



The Viper likes to ambush you at this bubble, so execute a quick textbook slide around the corner. Stay left and accelerate as soon as the car aligns. Exit this turn with speed, or the Viper passes you.

A well-executed turn onto this downhill ramp is absolutely essential; if you falter, the Viper takes control of the narrow passage and you're in big trouble.



# LEVEL 12:

# INVITATIONAL SEASON

Half of the 12 Invitational Season events feature New York. The first six events are solo challenges, and the final six are competitive, with five Street Races and a closing One On One to see who wins the 911 GT2. Although you finished the Endurance Season, the Invitational also requires staying power, with five courses two miles long or more.

Aside from two straightaways on the western and eastern sides, Ohme Kaido Nishi II includes deep S-curves, sharp turnarounds, and undulations, all made tougher by steady rain. This nighttime track is well lit, but slippery streets make losing control easy. Watch out for the double-level, downhill ramp; the left turn that follows is impossible unless you are prepared.

## Race 1: Tokyo, Shinjuku

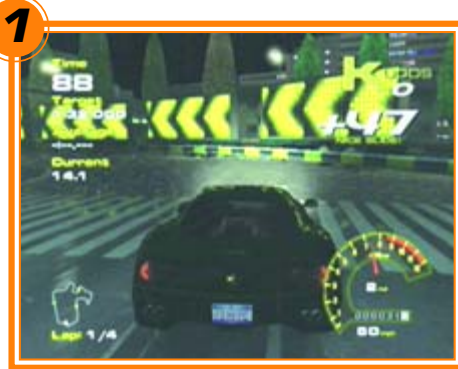
### HOT LAP—AVERAGE

OHME KAIDO NISHI II: 2.2 MILES

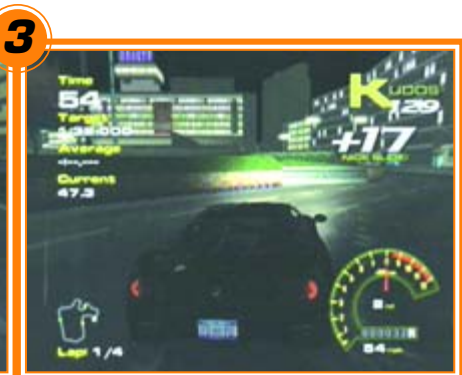
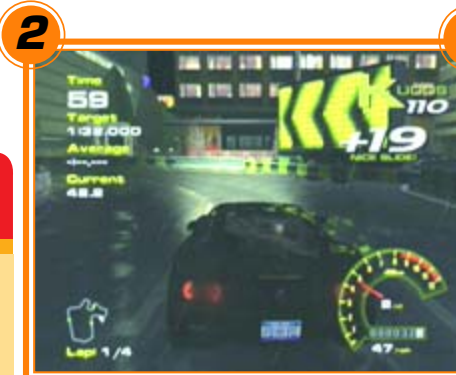
TARGET: 1:32

LAPS: 4

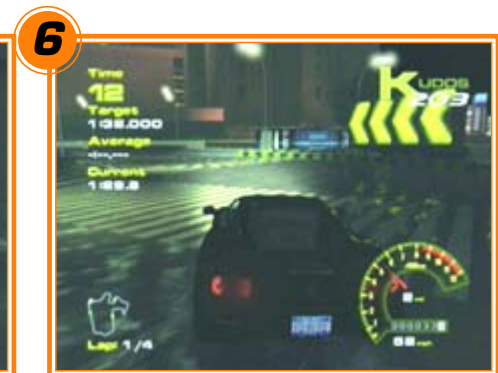
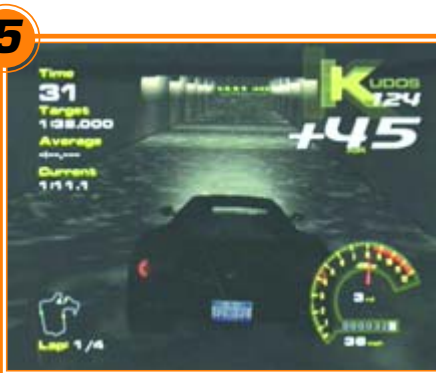
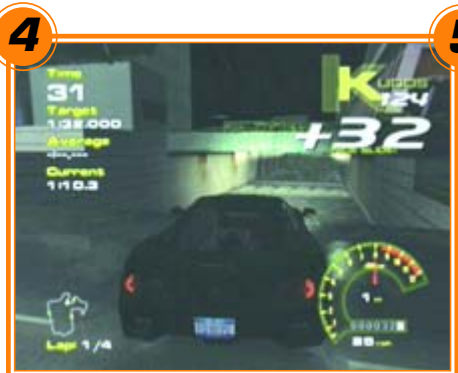
TIME LIMIT: 1:40 PER LAP



After an extended warm-up, reach the start/finish line just past the beginning of the western straightaway. Drive fast to the left-hand turn at the bottom of the map, and slide through the dip.



Keep speed down for this tight V-turn. When you exit the turn, stay right or risk clipping a guardrail that juts into the road's left side.



As you turn right heading north out of the loop, dive off the first of two ramps that flow through an underground structure. Slide onto the ramp to have enough speed to catch air on the first jump. As the car leaves the ground on the second, turn and brake while in the air to make the hard left without hitting the wall.

After the loops and dips, you are ready to drive fast, but you must still get around the north-west corner. This turn leads to the start/finish line, so pay attention to speed, and execute a clean corner.

## TIP

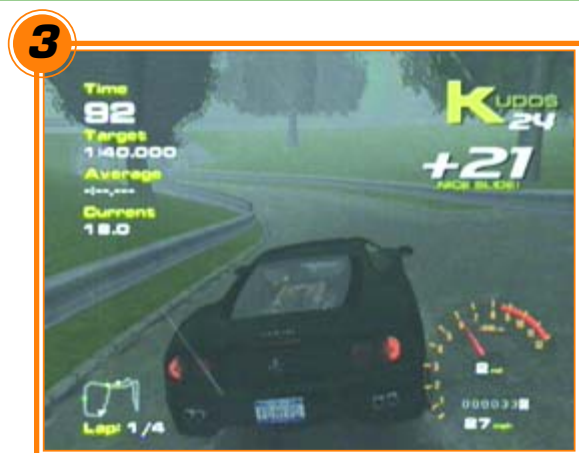
With slippery streets, initiate a slide by just tapping the brakes. If the road is narrow, sliding is better than using the hand brake, which sometimes produces a slide too extreme for the conditions.

Rain pours down on Central Park, and low fog contributes to poor visibility. Much of the course takes place on a winding dirt path that has turned to soft mud. Traction is nonexistent, so control your speed or you spend too much time bouncing off walls. Try to make up precious seconds when you return to the street.

### Race 2: New York, Central Park

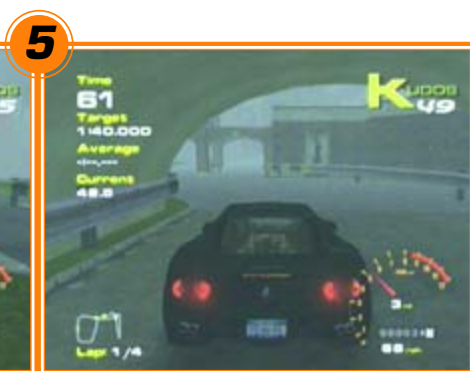
#### HOT LAP—AVERAGE

THE RINK:	2.2 MILES
TARGET:	1:40
LAPS:	4

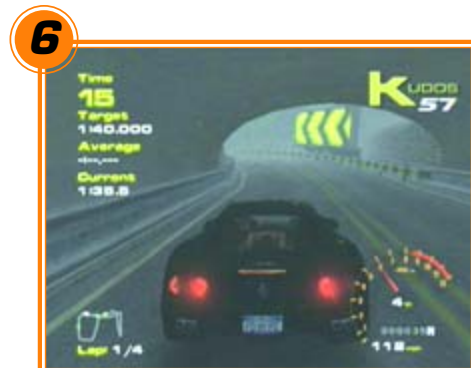


After cranking up the speed on the opening straightaway, slow down to avoid trouble on the first turn. It takes just a couple light taps on the brakes to handle this left-hand turn. The entrance to the dirt path is ahead, so get ready for a smooth, controlled turn.

This left turn goes into the park and onto the infamous dirt path. Push the car as hard as you can without losing control. The ground is soft and unstable, and extra speed isn't worth it if you ricochet from guardrail to guardrail.



Exit the dirt path for a short time at the top of the course, but you're sliding around on dirt again before you know it. This time, navigate several overpasses and a narrow gate before returning to the safety of city streets.



The last romp through the park is on pavement, so crank up the speed. Low fog creates a surreal atmosphere as you dip under several bridges. Despite the fog, fly through this section if you are ready for the 90-degree left turn immediately after the fourth bridge. If you don't count the bridges, you'll find it hard to go from 110 to 50 mph in time to turn.



## Race 3: Tokyo, Shibuya

### STYLE CHALLENGE

HIGASHI-GUCHI HAIRPIN: 1.1 MILES

TARGET: 100 KUDOS

LAPS: 2

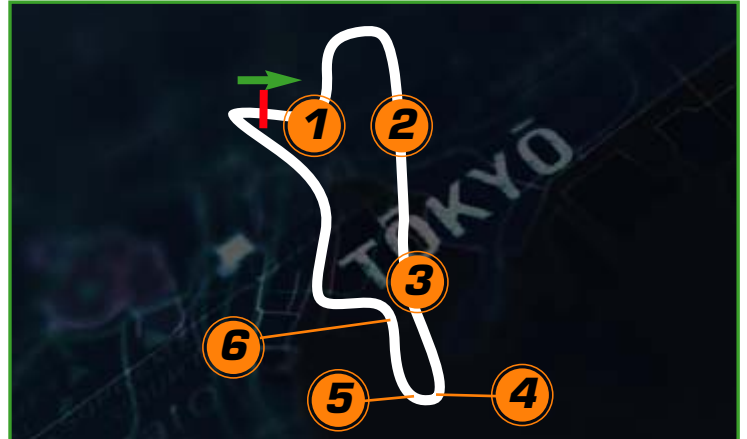
TIME LIMIT: 2:10

This course requires quick thinking, and even quicker reflexes, as you follow cone gates back and forth. You must also negotiate three difficult loops, and many speed gates sit just outside turns, so stop fast and slide across the lane to log all-important Kudos. The good news is, the roads are dry.

1



There's no time to ease into this challenge; execute a hard slide to slip inside the cone gates on the extreme left, just past the opening turn.



2



3



Next is a series of speed gates alternating between either side of the road down the first half of the eastern straightaway. Take these gates at higher speed, but watch for a sudden directional change when the gates wind to the right as you approach the bottom loop. When you exit the orange cones, stay right for a speed gate ahead.

4



5



6



Finally, this is a free ride around a corner with no cones. Slide hard around this loop to earn valuable Kudos. After milking everything you can from this wide turn, move left for a tricky speed gate hidden behind the next left turn.

This speed gate is easy to miss, so stay left as you whip around the corner. As soon as you pass through, move right to be ready for the cone gates ahead.

### Race 4: New York, Times Square

#### STYLE CHALLENGE

TIMES SQUARE II: 0.8 MILES

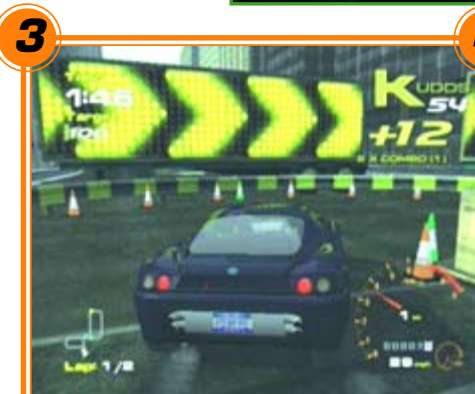
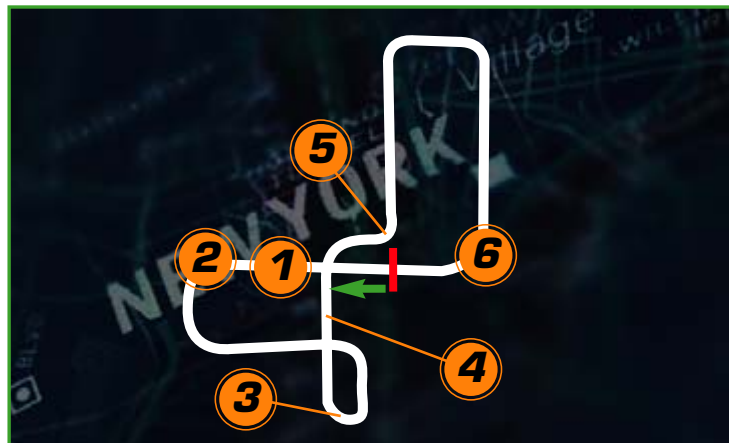
TARGET: 100 KUDOS

LAPS: 2

TIME LIMIT: 2:10

Narrow streets, sharp curves, and oddly scattered speed gates make Times Square II one of the toughest Style Challenges. We seriously recommend a few test runs to familiarize yourself with the location of gates and razor-sharp cutbacks. Aside from beating the clock, speed is not the emphasis, so roll out the car that handles the best.

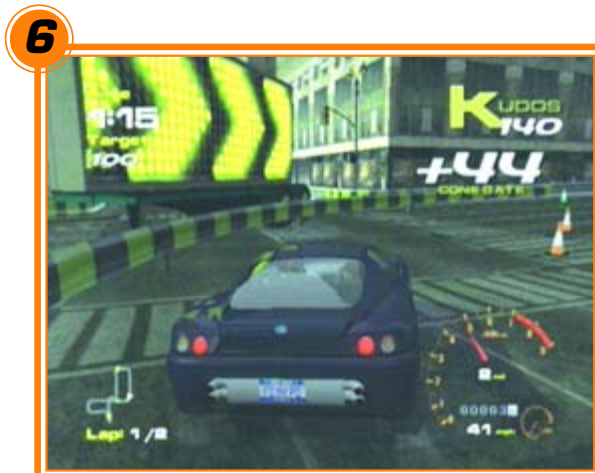
Although the opening straightaway's cone gates are not particularly challenging, don't go so fast that you cannot handle the first left turn. After passing through the last gate, prepare for a hard left turn (the left-hand gate is positioned against the wall).



There are so many sharp turns onto narrow streets, it's hard to pick out a few to feature. This one is as close to impossible as it gets. After climbing a ramp, you must spin around so tightly that it is difficult to have any speed. If you make this turn without touching walls, build on momentum and continue through the upcoming speed gates for big Kudos.



This left turn takes you onto one of the narrowest streets in Project Gotham Racing. You quickly pick up speed as you continue downhill through another speed gate, but don't go too fast around the corner, or you miss another left-hand speed gate as you exit.



Move outside as you slide around this final turn and return to the start/finish line. Stay left as you exit the turn to fly through the final speed gate and pick up important Kudos before finishing the lap.



## Race 5: Tokyo, Shibuya

Just when you get going, slow down on this course. The two loops cramp your style, so make up speed on the meager straightaways. Slide faster and harder on each successive lap to come in under the time limit.

### AVERAGE SPEED CHALLENGE

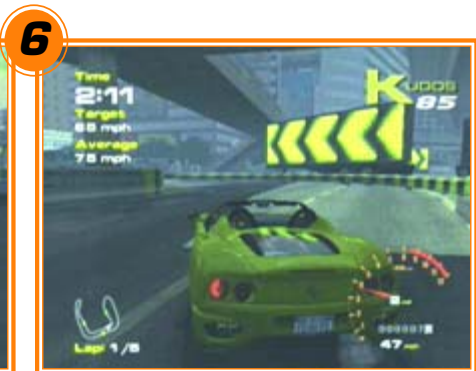
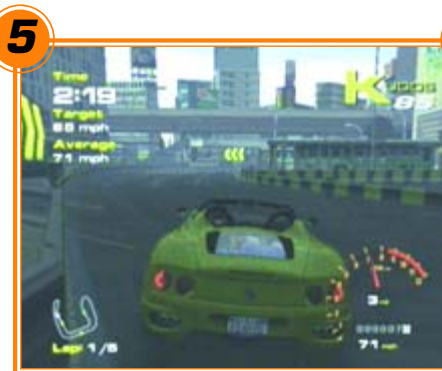
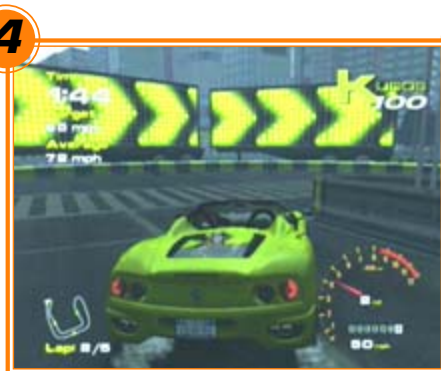
MINAMI-GUCHI MAE:	0.8 MILES
TARGET:	65 MPH
LAPS:	5
TIME LIMIT:	2:50



The race begins just before the big, wide loop at the top of the course. You don't have as much speed as you will in future laps, but execute a nice slide around the corner. Watch your speed as you move quickly toward the upcoming sharp right turn.



This turn is not only sharp, but the exit also heads downhill beneath an overpass. Slide early to align the car before you descend the hill or you'll hit the side walls.



Not only is this a nasty 180, but you also have little room to wrap the car around the turn. Start the slide as soon as possible, aiming the car's nose at the guardrail's edge as you use the hand brake to whip the rear end around the corner. It's tough to do this with speed, but it's more important to stay off walls so you don't stop dead.

The left turn barrier in the distance makes this little twist looks worse than it is. You only need a slight adjustment, so keep accelerating to the turn.

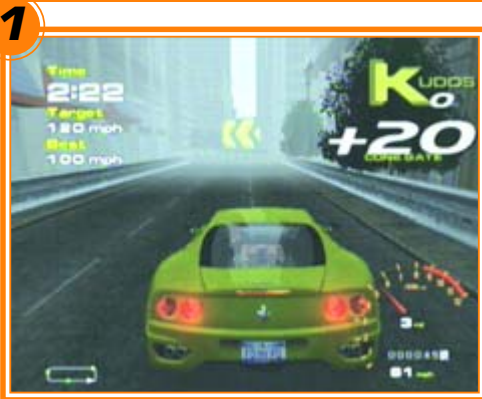
This is the last turn before the start/finish line, so come through clean. Because you're driving downhill, it's easy to misjudge the turning point. Slide early to avoid hitting the wall.

### Race 6: New York, Times Square

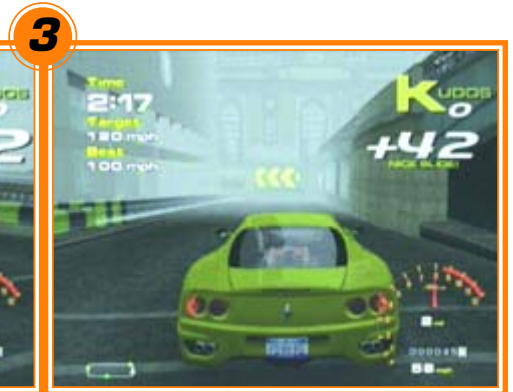
Topping 110 mph on this elongated oval track is not a problem. However, speed gates add dilemmas for drivers aspiring to earn a medal. Four staggered speed gates are at each straightaway's end. Get through at least one set of gates to register your top speed. At the same time, you must preserve as many gates as possible to earn Kudos on every lap. It is a balancing act between speed and Kudos. Increase your chances by raising the bar to earn a Kudos bonus for achieving higher speed. This lowers the Kudos you must "earn."

#### TOP SPEED CHALLENGE

CENTRAL LIBRARY LOOP:	0.9 MILES
TARGET:	110 MPH
TIME LIMIT:	2:30



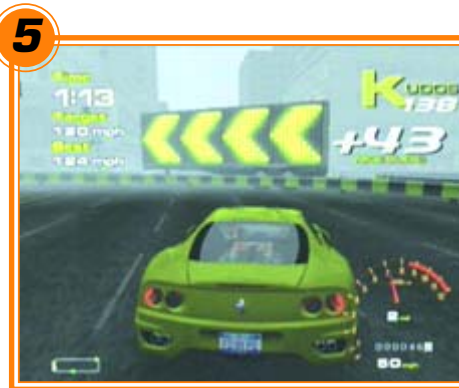
The race begins eastbound on the lower straightaway. You may not have room to hit the target speed on this first pass, but pay attention to the configuration of the speed gates. Take a straight line from your starting position in the middle lane, and drive through speed gates one, three, and four (you may need a minor adjustment depending on the car's movement). You can pass through two as well, but you must reduce speed. Immediately hit the brakes after passing through the fourth gate to make a clean turn.



It is difficult, but not impossible, to slow from 100 mph and slide around the eastern loop. You must brake, but more importantly, start the slide early. After you make it into the turn, feed the slide with speed to increase Kudos before the next corner.



It's more of the same on the upper straightaway, but this time, you can reach a higher speed. Try not to sacrifice more than one pair of speed gates.



After you log your target speed, concentrate on sliding around corners to build Kudos.

#### CAUTION

Hitting a cone is just like hitting a wall. If you have a beautiful slide around the corner, pass through or avoid the gates until satisfying the three-second rule, or you lose your stashed Kudos.



## Race 7: Tokyo, Asakusa

### STREET RACE

KOTOTOI-BASHI: 1.4 MILES

TARGET: THIRD PLACE

LAPS: 6

Dry weather and manageable turns make this one of the fastest Street Races. However, some trouble spots can end your evening, and rival cars are brutal. The temple comes into play, with a narrow entrance (only one car allowed) and a sharp turn on exiting. Avoid collisions in these key spots to have an excellent chance of finishing in the top three.

1



Keep an eye on the red car at the beginning. The driver swings suddenly to the right. Don't make contact, or you can't recover before the first turn. When the red car swings out, tap the brakes and drift slightly left. Stay close to the pack, just left of center, when you enter the turn. You may move up if a collision occurs; however, it is more important to stay close than to move up.



2



You are flying when you reach the narrow temple opening, so align the car early. Only one car fits through at a time, and if you even brush the walls, you'll lose most of your speed.

3



This left turn is a good spot to move up if you are close to the others. The turn is wide, and rival cars tend to swing outside. Point the nose inside, and power past other cars.

4



5



After topping 100 mph in the temple, you need a clean left turn to stay close to the leaders. The exit is wide, but don't extend the slide; it wastes too much time. Tap the brakes to stop the slide, and then accelerate to keep pace with the front-runners.

6



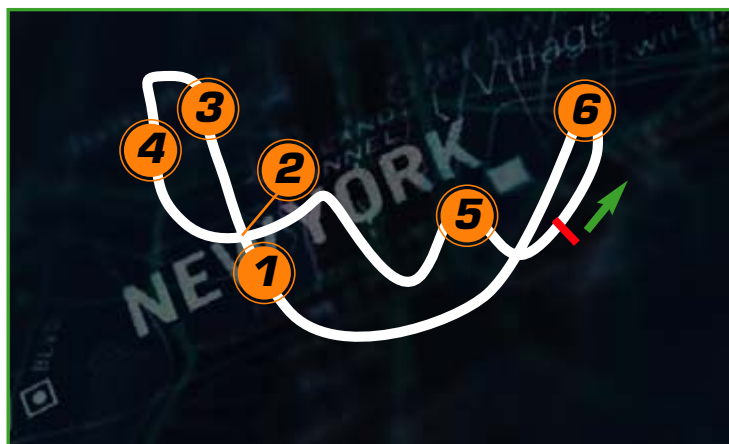
This hard left turn exits into a tunnel. Hitting the wall wastes time, so slide early and quickly regain speed. Rival cars often slam into the wall, but they recover faster than you, so you must be more efficient.

The Custom House has one of the most unusual shapes of any course. The first half is shaped like a stretched-out U, and it includes a high-speed tunnel that travels the entire length of the course. Instead of looping around and returning by the same tunnel, a series of long S-curves eventually lead back to the tunnel's beginning in the northeast corner. The opening tunnel is especially challenging because of high speeds, cramped quarters, and because it splits into two tunnels that rejoin farther down. A victory requires fast driving without scraping tunnel walls and fast sliding on the S-curves.

## Race 8: New York, Wall Street

### STREET RACE

CUSTOM HOUSE:	2.0 MILES
TARGET:	THIRD PLACE
LAPS:	5



We like the right side of the tunnel split, because it contains only two rivals. However, don't attempt to pass, because the tunnel is too narrow. Drive as fast as possible without kissing walls or bumping another car. Don't worry if you run in last place all the way through the tunnel. Just stay close; your time is coming.



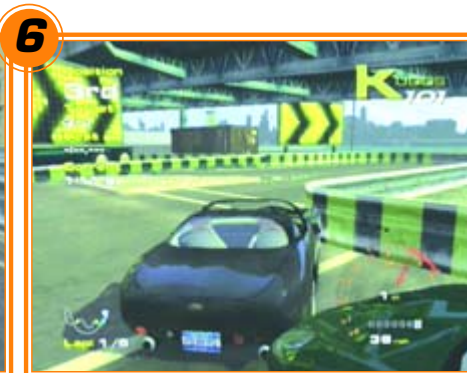
When you emerge from the tunnel, the lanes merge into a wide road. Some confusion occurs as cars move from either side toward the middle, so you should have opportunities to move up. Slide through the wide left-hand loop that reverses direction and launches you into the S-curves.



As you dive into the S-curves, the initial bend is long and wide, so take it very fast. Keep up your speed, and save the slide for the end of the curve.



This final right-left sequence takes you out of the S-curves and up to the northeast tip, where you face a nasty 180 that returns you to the tunnel. A good race can fall apart here if you take these turns too fast.



This 180 brings fast drivers to their knees. Rival cars fight hard to beat you here, so guard the inside. You cannot afford to lose position, because the road on the other side is narrow and leads to the tunnel, which is even tighter.



Expect the unexpected as you plow in, around, and through fog in London. The toughest corner is a loop in the southeast corner, just before the start/finish line. The most *exciting* turn is a left-hand curve around the plaza in the southwest corner. You have zero visibility until the middle of the turn, so be prepared for anything. Adding to the fun is the famous statue positioned just past the start/finish line. Catch some serious air here by grinding on the steps.

## Race 9: London, St. James Park

### STREET RACE

ROYAL LONDON CHALLENGE: 1.8 MILES

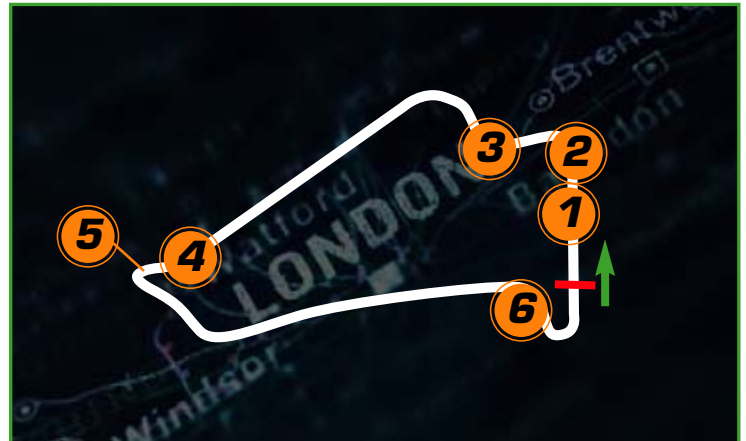
TARGET: THIRD PLACE

LAPS: 6

1



Begin the race just past the square's entrance. The beginning is largely uneventful. Hug the steps on the statue's right side, and catch some air as you head north. You should move up a few slots before the turn.



2



4



5



You might see headlights coming at you when you enter this corner. The fog is so thick that heavy traffic gets tangled in a hurry. This is a great opportunity to move up, so find a clear line, and breeze past floundering rival cars.

3



Follow the chicane as you drive over two different surfaces. It is not slippery, so speed is not an issue. However, fog limits forward visibility, so keep an eye on rival cars ahead.

6



This tight loop goes back toward the start/finish line. There is room, so check the rearview mirror for rival cars coming up fast on the outside.

Pack a sandwich for this long ride around and through Central Park. This course is fast, with two long straightaways. When you do turn, you turn hard, including a 280-degree loop and a brutal hairpin just before the start/finish line. Inside the park, possession is key, so think defensively and say no to passers.

### Race 10: New York, Central Park

#### STREET RACE

FIFTH AVENUE EAST:	2.4 MILES
TARGET:	THIRD PLACE
LAPS:	4



Without fog to hamper visibility, fly under the bridges on this relatively straight road.



This is your first big test. The loop briefly takes you out of the park, onto Fifth Avenue, and then back into the park. Contact is rough, so respond quickly if you get knocked sideways. Don't hang around on the street; protect your position more efficiently on the narrow park road.



The race begins on a straightaway, but all rival cars move to the right well in advance of the left turn ahead. Stay left if you like to gamble, but slow as you approach the turn. Time your move as several cars turn hard to sneak through unscathed and in the top three.



[If you protect the inside on this loop, rival cars must try to pass on the left and run out of room.



This little right-hand jog begins the tightest turn on this course. Protect the inside, wrap to the right, and slide hard to the left, ending on 5th Avenue for a straightaway through the start/finish line.



After racing up and down San Francisco's hills, this flat, fast course is a breath of fresh coastal air. Slide early and often, and floor it through the straight-aways. Never take your eyes off rival cars; wide turns give them too much room to refine their worst behaviors.

## Race 11: San Francisco, Financial District

### STREET RACE

FINANCIAL CHALLENGE: 2.0 MILES

TARGET: THIRD PLACE

LAPS: 5

1



2



You can't finesse your way to the lead early. Move left as you approach the first curve, and let rival cars guide you around the corner. This strategy can backfire if they spin you around, so break contact as soon as the car points the right way.



3



A clean, fast slide launches you down the big straightaway along the Embarcadero. Stay off the walls, or rival cars will blow your doors off.

4



5



The big loop at the southeast corner is a great place to slide for big Kudos.

6



Rival cars get testy as they get close to the start/finish line. This finger loop is tough when the road is empty, but when another car fights for the corner, you are close to a race-ending crash. Try not to get sandwiched, but don't stray too far from the inside.

Congratulations! You made it to the end of the Invitational Season. Win this race to add the screamin' 911 GT2 to your garage. Recognize a large section of this course from the Custom House race, including the high-speed tunnel along the bottom of the map. You can't afford the slightest mistake because the 911 GT2 is a lightning-fast rival.

### Race 12: New York, Wall Street

#### STREET RACE

BEAVER STREET:	2.3 MILES
TARGET:	911 GT2
LAPS:	4

1



2



The beginning includes two rabbit-ear loops in the northeast corner. Clear this area without scraping the paint off the car to crank up your average speed on two straightaways. The transition between these two sections is critical. A smooth crossover gives you a jump start on the long, gently curved road that leads into the tunnel.

3



Maximize speed in the tunnel by continuing through the gradual turn to the right. Most drivers tend to brush against the left wall, and at 120 mph, this is bad news. As the road starts to turn, straddle the lane stripe.

4



After the northwest corner, it's all curves and loops until you return to the start/finish line. The 911 usually shows up here. Start the slide early, and hug the inside corner.

5



With the 911 hot on your tail, cut across the sidewalk on this turn.

6



One more turn takes you back to the start/finish line. Do whatever it takes to keep the 911 from passing you, even if you must shove it into the guardrail. Speed Gate bonus is higher.



# LEVEL 13: **BONUS LEVEL**

When you go up against a field of F50s, the race is fast. Add to that a track with two long straightaways and two tough loops, both in the same corner. So you better make up ground with perfect slides in the loops; once you hit the straightaways, rival cars are just as fast as you.

We applaud your efforts! Getting to the *Project Gotham Racing* Bonus Level is not easy. You obviously conquered the first 12 Kudos Challenge levels, or you wouldn't be here. But you must take care of one more detail before entering the first Bonus Level race. If your total Kudos score falls short of 200,000, return to Quick Race, Arcade Race, or any Kudos Challenge level. When you hit 200,000, you unlock the ferocious F50, the car you need to win the Bonus Level races.

1



2



Rival cars like to swing wide on the opening turn, leaving an opportunity to sneak around the inside corner. No guarantees exist, because rival cars eagerly ram you into the guardrail. However, you usually emerge in a better position than where you started.

## Race 1: San Francisco, Financial District

### STREET RACE

FEDERAL RESERVE:	1.3 MILES
TARGET:	THIRD PLACE
LAPS:	12



3



After the loop in the southeast corner, the track is straight and fast, so take advantage of the turns and move up early. At least one car spins out, giving you an opportunity to pass on the inside.

4



You don't need brakes in this turn. Slide hard and fast to pick up Kudos, and keep up your speed.

5



Cut across the apex of this corner to keep rival cars from slipping inside.

6



A little shimmy and slight reduction in speed gets you through this little dip. The start/finish line lies just around the corner.

### Race 2: San Francisco, Fisherman's Wharf

You didn't think you'd get through San Francisco without some hills, did you? This race is short and wild, beginning with an uphill grind and ending with a careening, out-of-control tumble toward the bay. Control the car on land and in the air to win the Russian Hill Challenge.

#### STREET RACE

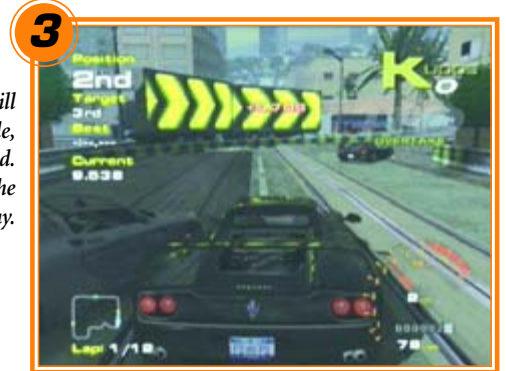
RUSSIAN HILL CHALLENGE: 1.0 MILES

TARGET: THIRD PLACE

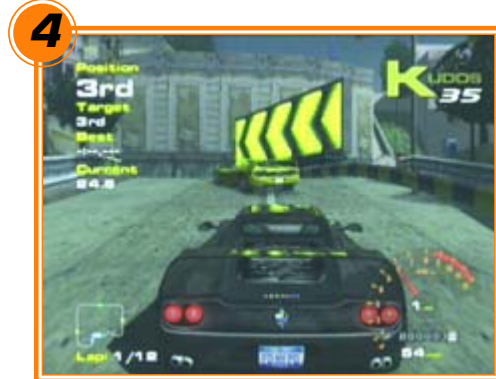
LAPS: 12



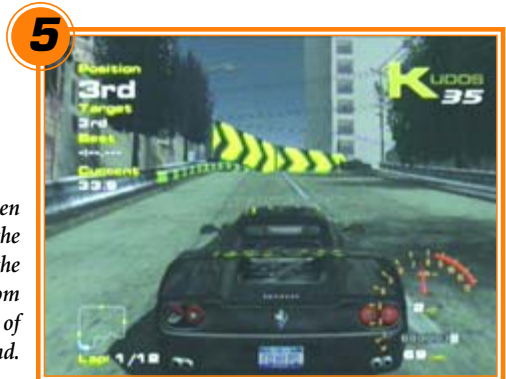
After a short straightaway, this race goes uphill, so squeeze out every inch of road before the first turn. Start in the right lane (other cars swing left), and then angle back into traffic as rival cars turn left. This move disrupts several cars, and if you're lucky, you'll exit the turn in third place.



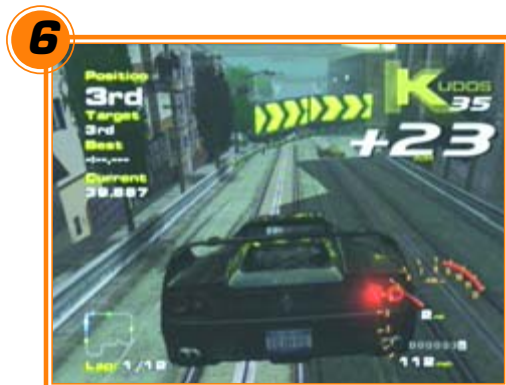
The southeast corner is an uphill half loop. Rival cars swing wide, which is good on a clear road. Muscle to the inside, and brush the closest challenger out of the way.



You're still going up! Almost the entire southeast corner is uphill, so slide cleanly to maintain speed, or rival cars leave you behind.



One more hard climb and then let gravity take over. Control the car as you spin up and over the hill. Try to stay away from guardrails to take advantage of the hill and make up ground.



What goes up must come down. Start braking while still in the air. The next turn returns you to the start/finish line, so a clean corner is mandatory. The left-hand guardrail sharply cuts across, so stay tight to the corner.



Many uphill and downhill right-angle turns make the Historic District Challenge a sliding clinic. Slide early and tight to the corner to beat rival cars in the turns. This is not for conservative drivers. You must own the inside to win.

## Race 3: San Francisco, Pacific Heights

### STREET RACE

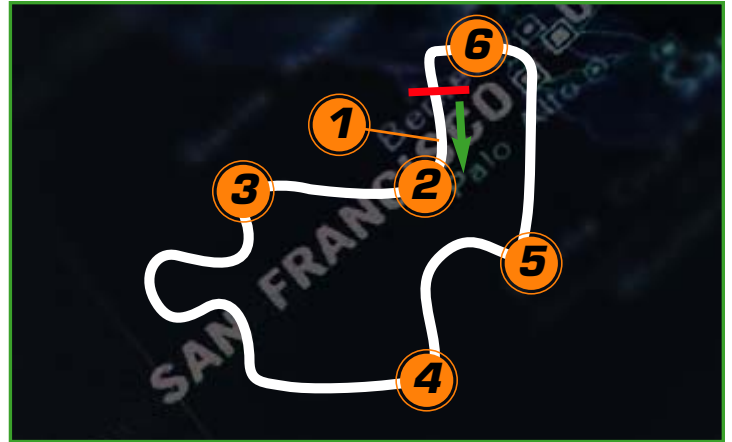
HISTORIC DISTRICT CHALLENGE: 1.3 MILES

TARGET: THIRD PLACE

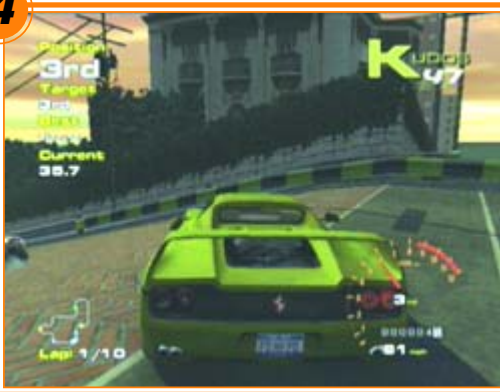
LAPS: 10



The race begins on a steep uphill grade, so stay inside and fight your way around the corner.



Another uphill turn demands perfect execution of a slide. Stay away from walls, and fix your nose on the closest rival car's bumper.



It is almost impossible to take this turn fast and keep four wheels on the ground. This normally wouldn't be a problem, but the median on the other side demands landing centered in the right lane. If rival cars are on your tail, expect plenty of contact. Just survive and keep the car pointed in the right direction to recover quickly on the downhill.



Most of the east side runs downhill, so you have plenty of opportunities for air. Pick up speed in a hurry on this hill. Stop and turn cleanly at the bottom, because the start/finish line is on the other side.



An early slide here lets you accelerate through the start/finish line. Remember that you are going uphill, so keep the hammer down.

### Race 4: London, Westminster

#### STREET RACE

<b>BIG BEN:</b>	1.5 MILES
<b>TARGET:</b>	THIRD PLACE
<b>LAPS:</b>	12

A clear day in London makes this fast track even faster. Two long straightaways encourage high speeds, but the turns are equalizers. You can easily lose control of the car, not to mention suffer heavy body damage. Learn your car's turning limits for this course, and then stay in those boundaries. Be patient and opportunities will arise during the 12-lap race.



This is one of the most difficult starts in the Bonus Level. Tuck behind the red F50, and follow the pack toward the turn. As other cars drift slightly right, move up in the narrow slot, carefully picking through the traffic jam in the corner. It can get ugly, but you should move up to third or fourth place.



After fighting through the opening turn, there is a tendency to take this corner too fast. The angle is tougher than it looks, so slide early, cutting across the inside. This helps avoid the right guardrail as it cuts into the right-hand lane.



A well-executed slide gets you around the corner and back to over 100 mph. Big Ben marks the final turn, returning you to the start/finish line.



Keep this slide short and fast to accelerate through the start/finish line and take advantage of the full straightaway.



## Race 5: London, Trafalgar

### STREET RACE

ADMIRALTY ARCH: 1.0 MILES

TARGET: THIRD PLACE

LAPS: 15

You need nerves of steel for the pace of this short, frenetic race. On the west side is one of the longest straightaways in *Project Gotham Racing*, while the eastern edge is full of twists, turns, and obstacles. Avoid statues and light posts, but conservative driving doesn't cut it. Rival cars fly around this course, and you must do the same. Don't worry; that's what the restart option is for.

1



2



Thanks to tight quarters and a statue in the middle of the road, slugging it out on the inside does not apply. Make your way through the logjam on the left to steer clear of the statue. Rival cars are tightly packed as they twist back and forth, so react quickly to the smallest opening. Watch for the light post immediately after the left turn out of the plaza.



3



4



After charging through the straightaway, somehow control the car as it catapults off the steps. You can pass rival cars in the air, so quickly get the vehicle under control after landing. When several cars hit this turn at once, bedlam occurs at the stairs' base, so avoid slamming into the far wall.

5



Drive fast, but don't waver as you pass under the Admiralty Arch.

6



The road is wide here, but you're still in the arc. Keep sliding left or you catch the right guardrail before straightening out for the start/finish line.

### Race 6: London, St. James Park

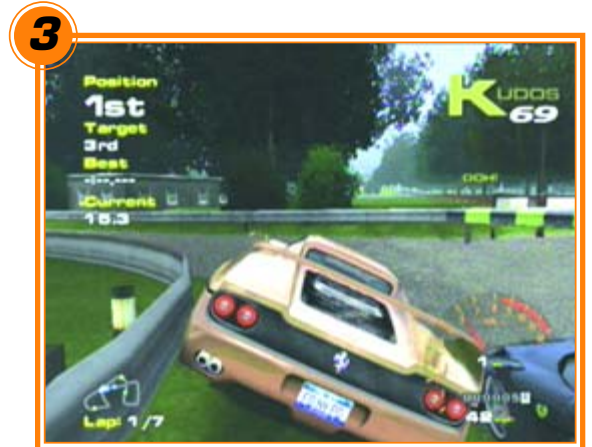
#### STREET RACE

ST. JAMES PARK:	2.1 MILES
TARGET:	THIRD PLACE
LAPS:	7

The toughest part of St. James Park is the long dirt path that runs north, west, and south through the middle of the course. Although the weather is clear, your car will slip and slide on the dirt, especially if you brush a guardrail on either side of the narrow path. You have a welcome break on a long tree-lined straightaway, but then it's back to work, as you slide through the crisp, right angles of the square, before returning to the path for more fun in the mud.



The best strategy for the start is to stay left and nose in while rival cars swing right. A narrow opening leads to the dirt path, but if other cars cooperate, you might move up to first.



The dirt path is unstable; periodically tap the brakes when you start to lose control to keep a fairly high rate of speed. Rival cars are aggressive, and they move up if you give them an inch.



This big loop exits onto the longest straightaway, so don't lose it here. Slide early and cut the corner to keep rival cars from sneaking inside.



This right turn is punctuated by a narrow gatehouse passage. If you lose position on the way in, back off and make your move in the wide courtyard.



This is the beginning of the loop that returns you to the start/finish line. Rival cars like swinging wide left, so move up by sliding early and tight to the inside.



## Race 7: Tokyo, Shibuya

### STREET RACE

SHIBUYA CHALLENGE II: 1.4 MILES

TARGET: THIRD PLACE

LAPS: 10

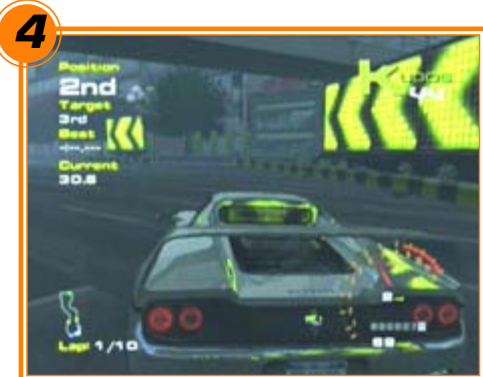
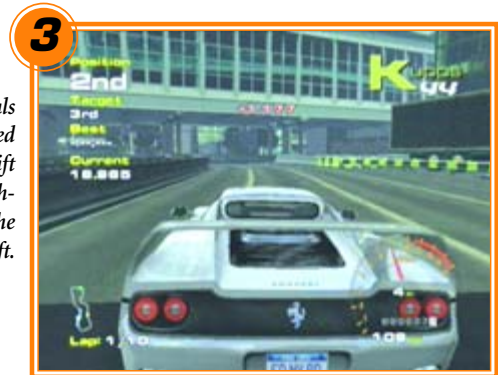
Shibuya Challenge II steals a page from San Francisco with an uphill start. This narrow, irregular oval track is relatively short and fast, although high speeds make some turns deceptively treacherous. Watch for a sudden road split that can either turn the race around or bury you.



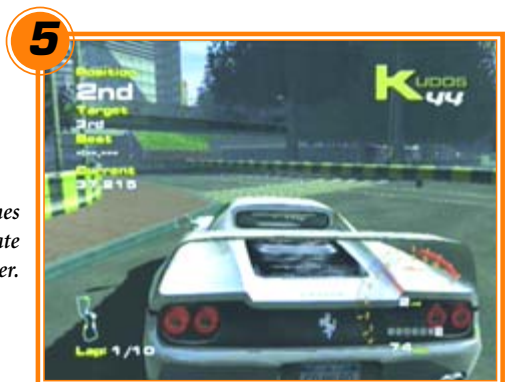
You can only start this race one way, thanks to the red F50 that breaks right immediately after the green light. Break to the left as you drive uphill to the first turn. Rival cars clog the middle of the turn, allowing you to break free on the inside. You should end in no worse than third place when the dust settles.



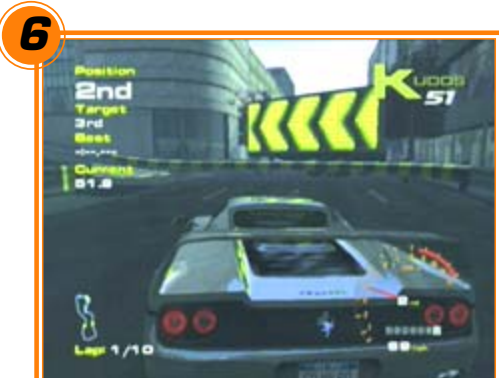
Bear left as the right guardrail steals the right-hand lane. Maintain speed by staying in the left lane. If you drift right, you are forced to make a high-speed adjustment to avoid the guardrail while curving to the left.



Cut hard to the inside on this turn, because the right-hand guardrail angles left.



The road narrows from five lanes to three, so don't underestimate this left-hander.



The start/finish line is just around this tight left-hand turn. Bear left and bury the accelerator on the uphill section that follows.

### Race 8: Tokyo, Asakusa

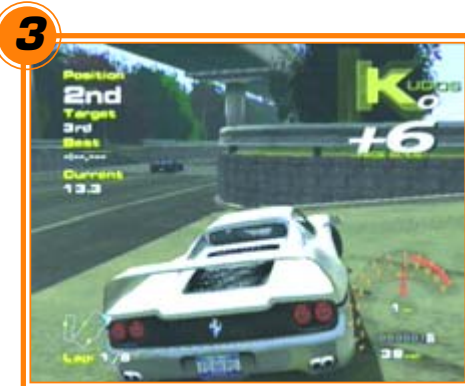
#### STREET RACE

EKI-MAE HAIRPIN:	1.8 MILES
TARGET:	THIRD PLACE
LAPS:	8

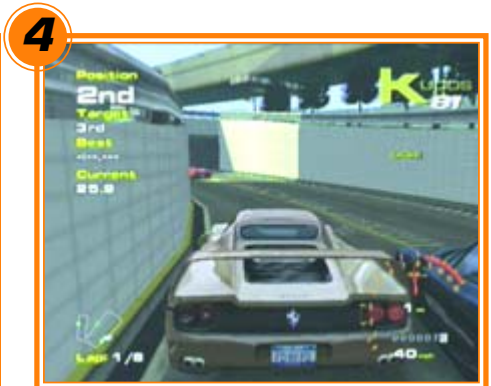
This course features a hairpin curve, and it is a perfect V, without even a hint of a rounded corner. But you have more to contend with, including a trip through the temple and an irritable bunch of rival cars that hit you from every angle if given the chance. Four more 90-degree turns give you still more to handle. Fortunately, there's a long straightaway after the hairpin, giving you room to stretch the F50's muscles.



This race begins halfway up the straightaway, heading north-east toward a 90-degree right turn. Rival cars give you the inside, so take it. The goal is to beat the pack to the corner and wiggle through to the other side, hopefully in the top three.



Get lined up early to maximize the slide and resume acceleration on the straightaway.



This looks like a quick jog on the map, but it is much different on the road. The right turn into the tunnel is not only a sharp angle, but once inside the tunnel, the road also curves back to the left. This maneuver requires a hard slide, quick brake, and then a gradual turn back to the left, while running from rival cars.



You've been here before. Stay left and slide early so the car lines up with the temple's entrance when you reach the end of the block. If you wait until you see the entry gate, it's too late.



After wrapping around the hairpin, the start/finish line and a long straightaway rewards you.



## Race 9: Tokyo, Shinjuku

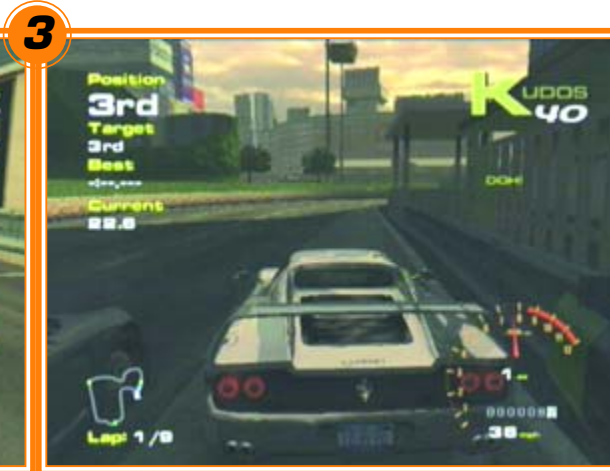
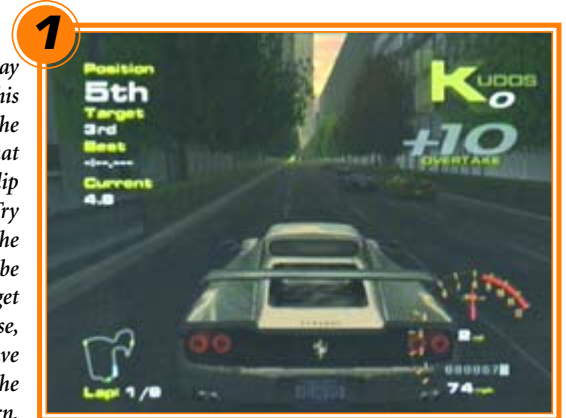
After a few turns around, you'll have a different name for every wall that seems to jump onto the track. These intrusions are everywhere, and they make nearly every turn an adventure. Koshu Kaido Nishi does not contain a single right-angle corner, but just about every other angle is represented in an odd assortment of hairpins, loops, and dips.

### STREET RACE

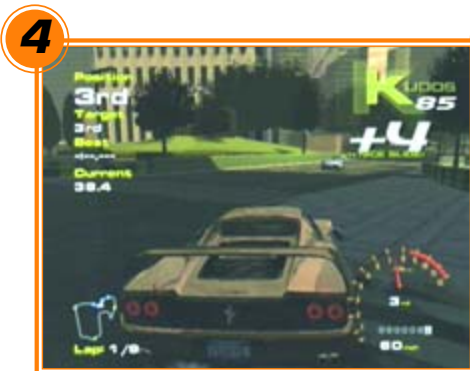
KOSHU KAIDO NISHI:	1.8 MILES
TARGET:	THIRD PLACE
LAPS:	9



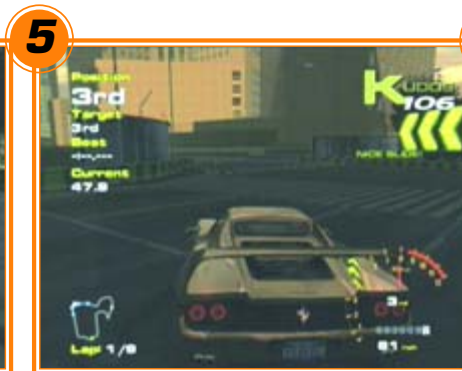
There is no easy way to jump ahead in this race. Avoid the orange F50 that swings right, and slip into the left lane. Try to move up in the turn, but don't be surprised if you get shut out. Stay close, because you have another shot at the next turn.



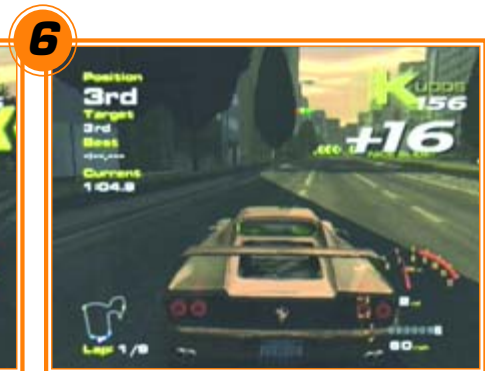
This loop ends in a hairpin that regularly claims even rival cars. Stay right and you should move up when the others cut inside.



Cut across the sidewalk to shorten this turn.



This turn requires an early slide close to the apex. It is the only option, because rival cars right behind take a tight line through this curve.



Rival cars prefer the right side as they pass the start/finish line, but take the left side if you are already there coming around the turn. However, rival cars cut across you as they turn.

### Race 10: New York, Wall Street

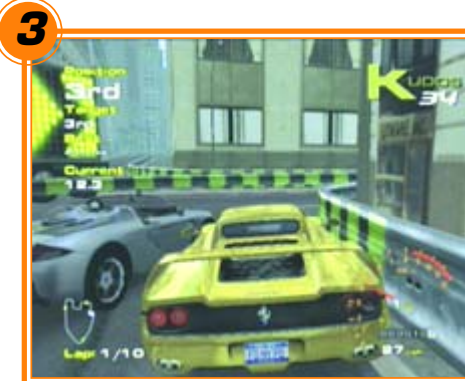
#### STREET RACE

WATER AND NASSAU:	1.4 MILES
TARGET:	THIRD PLACE
LAPS:	10

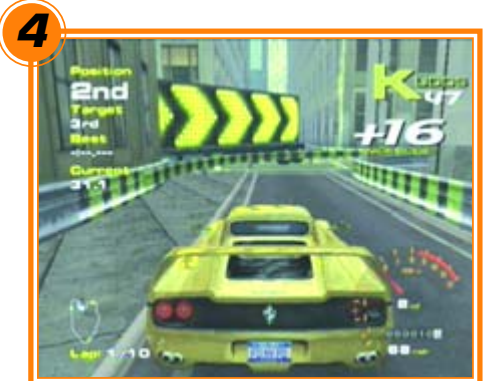
This course includes two long, gently arcing straightaways on the east and west sides. The toughest battles are fought at the top of the course, where drivers must navigate two square fingers. Be prepared for contact when rival cars challenge you for control of the narrow streets. This area is so unpredictable that it is common for the lead to change every lap if the first few cars run together.



Rival cars seem eager to give up the right side off the starting line, so oblige them. You can stay on the right for some time, because the first turn is still far away.



After the first left turn, enter the first finger. The streets are narrow, and you must fight for every corner.

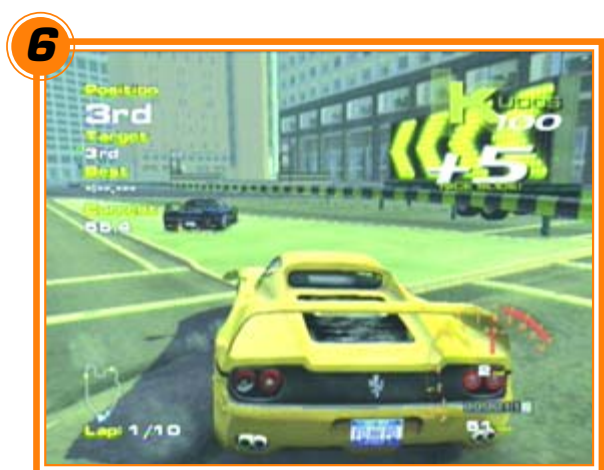


It can be difficult to slide on these narrow streets, but the road widens on the transition road between the two fingers.

Kudos Challenge Levels



After the left turn at the northwest corner, enter a long, sloping straightaway. Top 120 mph here, but be careful of the little left jog halfway down.



Be careful of rival cars sneaking inside on the big hairpin at the bottom of the course. The road is wide, which is good for sliding, but it is also harder to protect.



This giant U-shaped course goes through the scenic, and not so scenic, areas in and around Times Square. Ninety-degree turns fill the upper corners of the U, while the lower areas contain smaller but still challenging switchbacks. You can bounce around this course, but perfect your high-speed “mini” slides around tight corners to finish in the money.

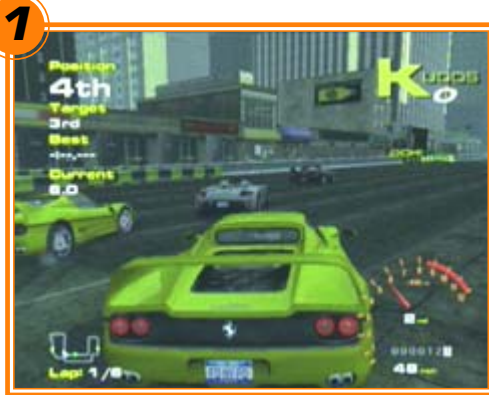
## Race 11: New York, Times Square

### STREET RACE

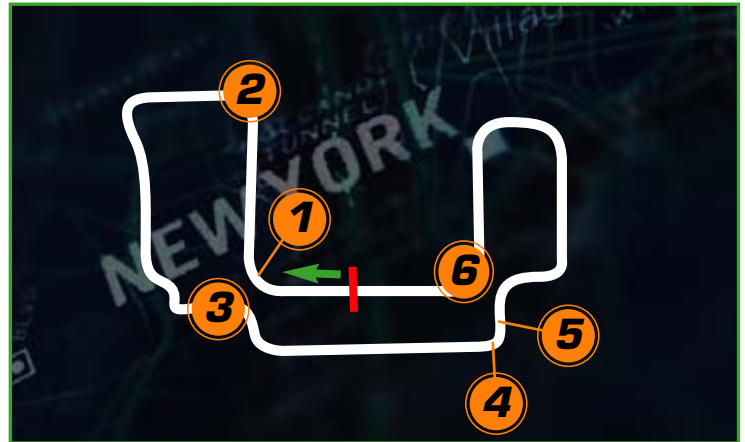
EAST TO WEST 40TH: 2.5 MILES

TARGET: THIRD PLACE

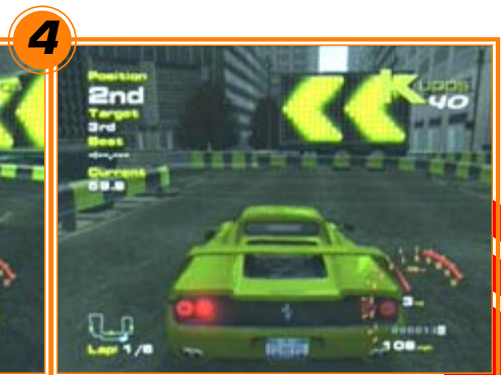
LAPS: 6



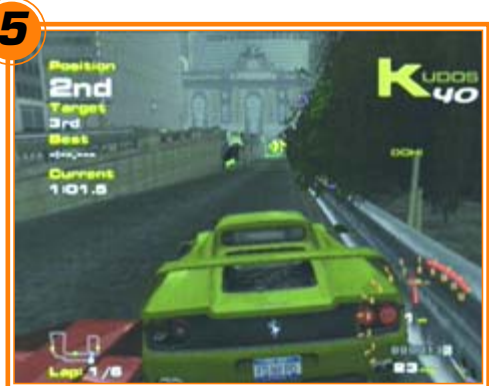
The right side is the best early path, although cars go back and forth as you approach the right turn into the western loop. Stay close inside and you should move up during and after the turn.



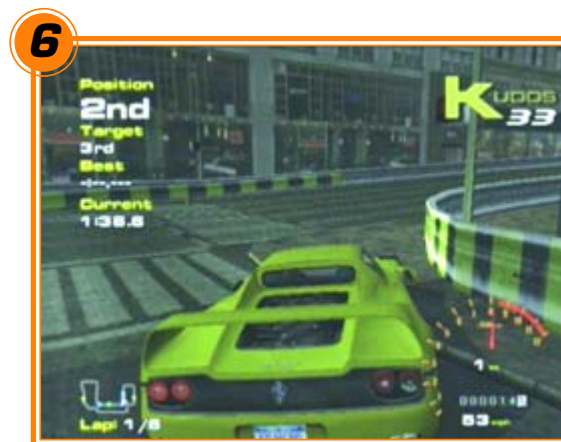
This left turn draws a crowd early in the race. Watch rival cars and then slide through the opening.



This ramp is a popular ambush spot. It is easier to protect your position from the right side. After you center the car, fly down the ramp and slide onto the wide street.



There's room to slide as you enter the lower straightaway.



This right-hand turn returns you to the start/finish line, but you can enjoy the full length of the straightaway this time.

### Race 12: New York, Central Park

#### STREET RACE

PARK LOOP REVERSE: 1.8 MILES

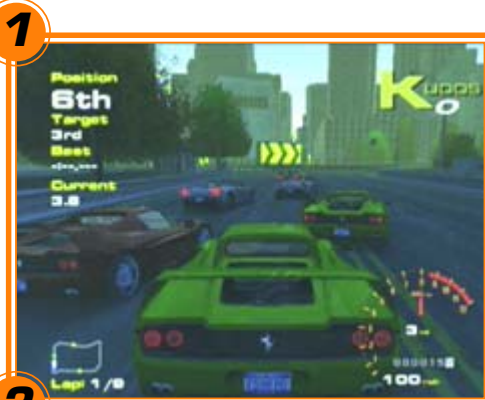
TARGET: THIRD PLACE

LAPS: 9

The final race is essentially a big rectangle through Central Park. But take a closer look at the corners to see four places to lose control. The toughest corners are the hairpin in the northeast and the compact loop in the southwest. The southeast corner includes a tricky little chicane, and the northwest corner isn't really a corner. It levels off with a short straightaway, making the entrance and exit turns tight.



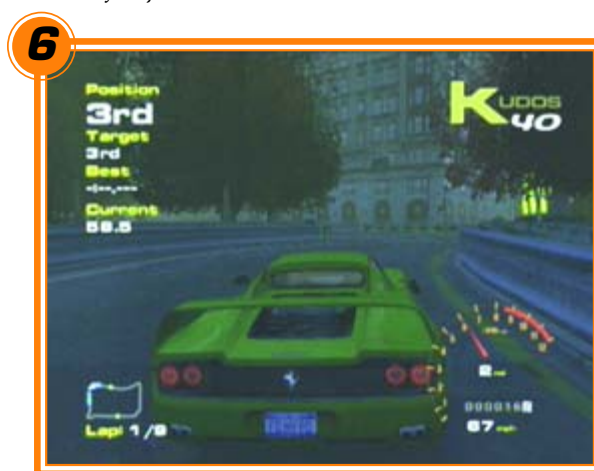
Although the right side is clear, settle in with the pack as you approach the loop. Rival cars bump each other as they turn, and you should wiggle through the traffic and move up.



This turn is deeper than it appears. Stay left as the turn begins, and then gradually work to the right, following the curve. Cut back to the left as you reach the street.



Plenty of competition exists for the park's northeast entrance. The road is wide, so you may have to defend challengers from either side.



The park's exit is tricky, as the road first bends right and then cuts sharply to the left when you reach the street. As soon as you see the street, pull away from the curve, and aim for the left-hand corner. Tap the brake, tap the hand brake, and quickly slide around. Don't release the hand brake until the car's rear end points in the right direction, or forward momentum carries you across the street and into the guardrail.



## EASY



San Francisco, Financial District: Federal Reserve, 1.3 miles



London, Westminster: Big Ben, 1.5 miles



Tokyo, Asakusa: Asakusa Challenge, 1.4 miles



New York, Wall Street: Water and Nassau, 1.4 miles

## MEDIUM



San Francisco, Fisherman's Wharf: Russian Hill Challenge, 1.0 miles



London, Trafalgar: Admiralty Arch, 1.0 miles



Tokyo, Shibuya: Shibuya Challenge I, 1.4 miles



New York, Central Park: Park Loop Reverse, 1.8 miles

### HARD



San Francisco, Pacific Heights: Historic District Challenge, 1.3 miles



London, St. James Park: St. James Park, 2.1 miles



Tokyo, Asakusa: Eki-Mae Hairpin, 1.8 miles



New York, Wall Street: Whitehall to Wall, 2.3 miles

### VERY HARD



San Francisco, Fisherman's Wharf: The Tour, 1.5 miles



London, Westminster: Bridge Street, 2.1 miles



Tokyo, Shinjuku: Koshu Kaido Nishi, 1.8 miles



New York, Times Square: East to West 40th, 2.5 miles



## EASY



San Francisco, Financial District: Pier Run, 1.0 miles



London, Trafalgar: Trafalgar Challenge, 1.0 miles



Tokyo, Shibuya: Meiji Dori Loop 1, 1.0 miles



New York, Times Square: 6th Avenue South, 1.0 miles

## MEDIUM



San Francisco, Pacific Heights: Victorian Mansion Loop, 1.1 miles



London, St. James Park: St. James Bridge, 0.9 miles



Tokyo, Asakusa: Niten Mon-Mae, 0.9 miles



New York, Central Park: The Pond Tour, 1.0 miles

### HARD



San Francisco, Fisherman's Wharf: Hotel Circle, 1.0 miles



London, St. James Park: Cabinet War Rooms, 1.3 miles



Tokyo, Shinjuku: Minami-Guchi Mae, 1.2 miles



New York, Wall Street: State and Battery, 1.0 miles

### VERY HARD



San Francisco, Fisherman's Wharf: Fish Alley, 1.3 miles



London, Westminster: Old Palace Yard, 1.1 miles



Tokyo, Shibuya: Shibuya 1-Chome Mae, 1.1 miles



New York, Central Park: Central Park West, 1.3 miles



# NOTE

# NEW YORK

Each geographical area includes three Free Roam maps, which are open areas with no borders or time restraints. You can opt to participate in a recreational game of "kick the cone," in which you try to hit every cone on the map. Although no rewards exist for this game, the completion time is recorded. For unlocking requirements, see the notes in each section.

# NOTE

To unlock a Free Roam map for each New York area, earn Silver Medals for every event in Kudos Challenge, Level 6.

## Times Square



East 42nd II, 0.5 miles



Pershing Square Loop, 0.6 miles



West 45th, 0.9 miles



Times Square I, 0.7 miles



Grand Central, 0.8 miles



Times Square II, 0.8 miles



Central Library Loop, 0.9 miles



6th Avenue South, 1.0 miles



Avenue of the Americas, 1.0 miles



West 40s, 1.2 miles



Lexington Avenue South, 1.2 miles



East 42nd I, 1.9 miles



Bryant Park, 2.1 miles



7th Avenue, 2.2 miles

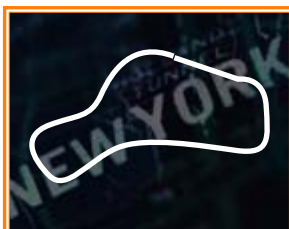


East to West 40th, 2.5 miles



Vanderbilt Avenue, 3.2 miles

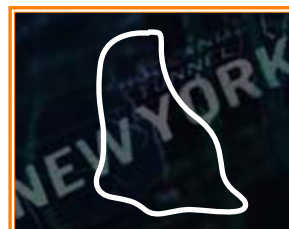
## Central Park



Columbus Circle, 0.5 miles



Central Park South, 0.7 miles



The Pond Tour, 1.0 miles



Central Park, 1.1 miles



Central Park West, 1.3 miles



Playground Loop, 1.5 miles



Park Loop, 1.7 miles



Park Loop Reverse, 1.8 miles



Central Park Paths, 1.8 miles



Transverse Track, 1.9 miles



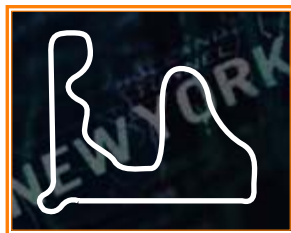
Central Park Pretzel, 2.0 miles



Central Park Pretzel II, 2.1 miles



The Rink, 2.2 miles



Park Loop II, 2.2 miles

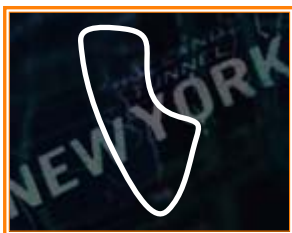


Fifth Avenue, 2.2 miles

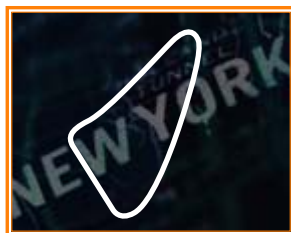


Fifth Avenue East, 2.4 miles

### Wall Street



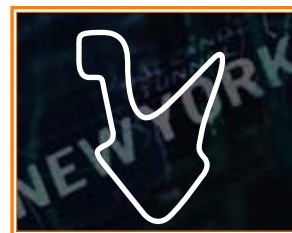
Wall Street Tour, 0.6 miles



Water and Whitehall, 0.6 miles



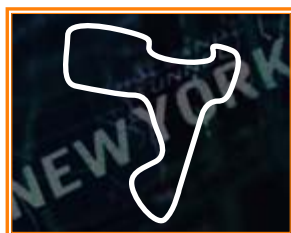
State and Battery, 1.0 miles



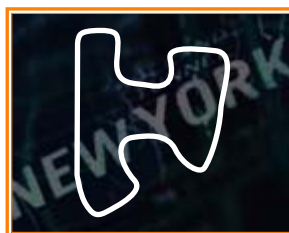
Water Street, 1.2 miles



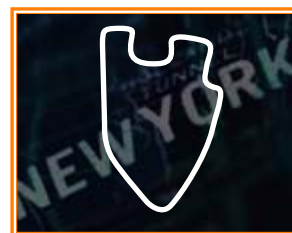
Water and FDR, 1.2 miles



Nassau Street, 1.3 miles



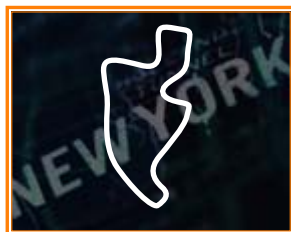
Broadway, 1.3 miles



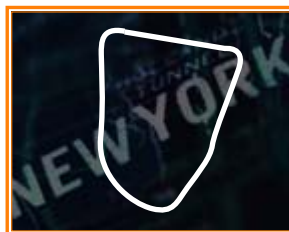
Water and Nassau, 1.4 miles



Hanover Square, 1.4 miles



State and Broadway, 1.6 miles



FDR Drive Loop, 1.6 miles



Maiden Lane, 1.6 miles





Liberty Long, 1.7 miles



Custom House, 2.0 miles



Whitehall to Wall, 2.3 miles



Beaver Street, 2.3 miles

## TOKYO

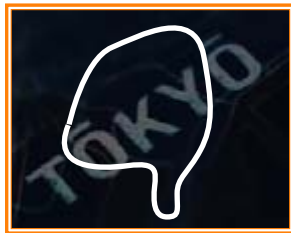
## NOTE

To unlock a Free Roam map for each Tokyo area, earn Silver Medals for every event in Kudos Challenge, Level 5.

### Shinjuku



Kosoku Bus Noriba-Mae, 0.6 miles



Chuo-Dori Higashi, 0.7 miles



O-Gard-Nishi Mae, 0.8 miles



Bus Terminal Mae, 0.8 miles



Higashi Dori Loop, 0.9 miles



Nishi-Guchi Mae, 0.9 miles



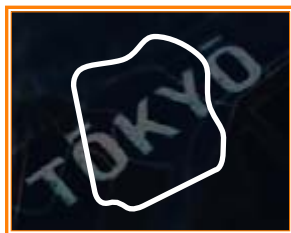
Koshu Kaido Hairpin, 1.1 miles



Minami-Guchi Mae, 1.2 miles



Tochou Dori Loop, 1.2 miles



Tochou Kita-Dori Higashi,  
1.5 miles



Tochou Dori Loop II, 1.5 miles



1-Chome, 1.6 miles



2-Chome, 1.7 miles



Koshu Kaido Nishi, 1.8 miles



Sumitomo-Biru Higashi, 1.8 miles



Ohme Kaido Nishi II, 1.8 miles

### Shibuya



Hachi-Kou Mae, 0.3 miles



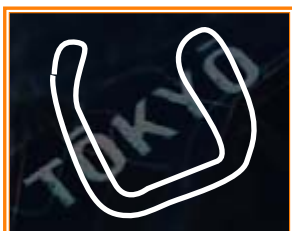
Shibuya Eki Loop, 0.5 miles



Jiman Loop, 0.5 miles



Shobosho Kita, 0.7 miles



Minami-Guchi Mae, 0.8 miles



Miyashita Koen Mae, 0.8 miles



Meiji Dori Loop, 0.8 miles



Meiji Dori Loop II, 1.0 miles



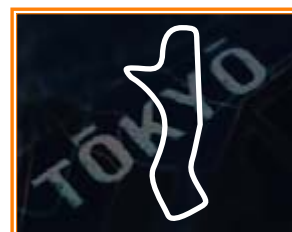
Higashi-Guchi Hairpin, 1.1 miles



Shibuya 1-Chome Mae, 1.1 miles



Koen-Dori Mae, 1.1 miles



Jiman Hairpin, 1.1 miles



Shibuya Challenge, 1.2 miles



Shibuya Overpass, 1.4 miles

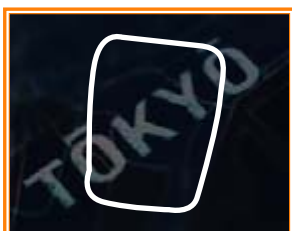


Shibuya Challenge II, 1.4 miles



Kuyakusho Mae, 1.4 miles

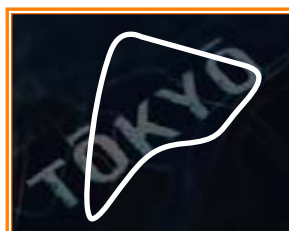
### Asakusa



Sensoji, 0.4 miles



Nakamise-Dori Short, 0.4 miles



Ura-Michi Hairpin, 0.5 miles



Kanko-Annai Nishi, 0.6 miles





Nakamise-Dori Long, 0.7 miles



Taito-Ku Challenge, 0.8 miles



Niten Mon-Mae, 0.9 miles



Houzou Mon-Mae, 0.9 miles



Sumida-Gawa Loop, 1.2 miles



Beer-Biru Mae, 1.4 miles



Azuma-Bashi, 1.4 miles



Asakusa Challenge II, 1.4 miles



Asakusa Challenge, 1.4 miles



Kototoi-Bashi, 1.4 miles



Koen Minami, 1.6 miles



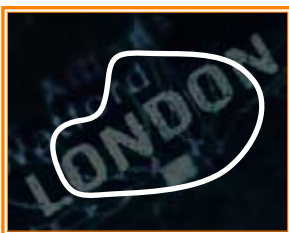
Eki-Mae Hairpin, 1.8 miles

## LONDON

## NOTE

To unlock a Free Roam map for each London area, Silver Medals for every event in Kudos Challenge, Level 4.

### Westminster



Parliament Square, 0.3 miles



Waterloo Station, 0.4 miles



Lambeth Bridge, 0.5 miles



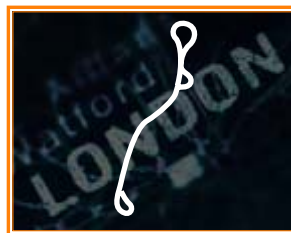
Houses of Parliament, 0.6 miles



Old Palace Yard, 1.1 miles



Westminster Bridge, 1.1 miles



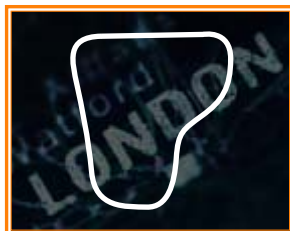
Bankside, 1.2 miles



Milbank, 1.4 miles



Westminster Challenge, 1.5 miles



Big Ben, 1.5 miles



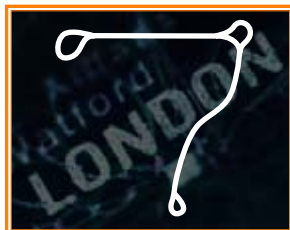
Westminster Challenge II, 1.6 miles



Thames Challenge, 1.7 miles



Thames Challenge II, 1.8 miles



Bridge Street, 2.1 miles



The Embankment Challenge, 2.2 miles



Abingdon Street South, 2.4 miles

### Trafalgar



St. Martins North, 0.3 miles



Pell Mell, 0.5 miles



Duke of York, 0.5 miles



Cockspur, 0.5 miles



Nelson's Column, 0.6 miles



Trafalgar Square, 0.7 miles



Trafalgar Square II, 0.7 miles



Pall Mall, 0.8 miles



National Gallery, 0.9 miles



Charing Cross, 0.9 miles



Leicester Square, 1.0 miles



Admiralty Arch, 1.0 miles



Trafalgar Challenge, 1.0 miles



Regent Street, 1.0 miles



St. Martins, 1.1 miles



The Royal Haymarket, 1.2 miles



## St. James Park



Queen Victoria Memorial, 0.3 miles



North Park, 0.7 miles



Downing Street, 0.7 miles



St. James Bridge, 0.9 miles



Horse Guards, 1.0 miles



Cabinet War Rooms, 1.3 miles



Duck Island, 1.4 miles



Old Admiralty, 1.4 miles



The Mall, 1.5 miles



The Mall East, 1.6 miles



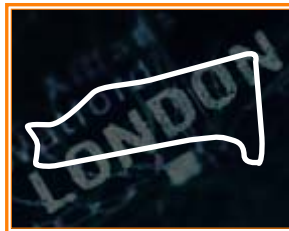
Birdcage Walk, 1.6 miles



The Cenotaph, 1.6 miles



The Treasury, 1.8 miles



Buckingham Gate, 1.8 miles



Royal London Challenge, 1.8 miles



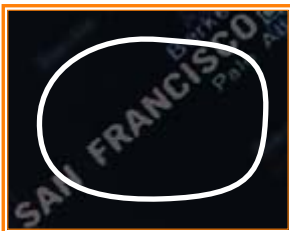
St. James Park, 2.1 miles

## SAN FRANCISCO

## NOTE

To unlock a Free Roam map for each San Francisco area, earn Silver Medals for every event in Kudos Challenge, Level 3.

## Pacific Heights



Bromley Box, 0.3 miles



Octavia North, 0.5 miles



The Box, 0.7 miles



Octavia Bricks, 0.8 miles



Broadway Street, 0.9 miles



Jackson Street, 0.9 miles



Hill Jump, 0.9 miles



Buchanan Street, 1.0 miles



Pacific Street, 1.0 miles



The Straightaway, 1.0 miles



Jackson Overlook, 1.1 miles



Victorian Mansion Loop, 1.1 miles



Lafayette Park, 1.1 miles



Pacific Heights Loop, 1.3 miles

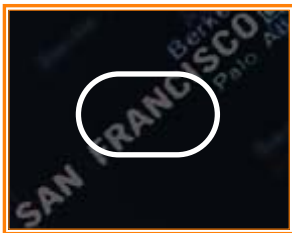


Historic District Challenge,  
1.3 miles



Pacific Heights Loop II, 1.3 miles

### Financial District



Half Block, 0.2 miles



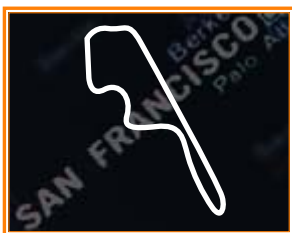
Transamerica Lap, 0.4 miles



Warehouse Row, 0.6 miles



The Embarcadero, 0.8 miles



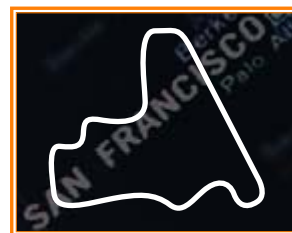
Pier Run, 1.0 miles



Federal Reserve, 1.3 miles



Financial District, 1.3 miles



Ferry Dock, 1.5 miles





Embarcadero North, 1.6 miles



Washington Street, 1.6 miles



Sansome Street, 1.7 miles



Market Street, 1.7 miles



Cable Car, 1.7 miles



PC Stock Exchange, 1.8 miles



Financial Challenge, 2.0 miles



Bay Bridge, 2.0 miles

## Fisherman's Wharf



Embarcadero East III, 0.3 miles



Museum Row, 0.7 miles



The Switchback, 1.0 miles



Beach Street, 1.0 miles



Maritime Challenge, 1.0 miles



Russian Hill Challenge, 1.0 miles



Hotel Circle, 1.0 miles



Taylor Street, 1.1 miles



Fisherman's Wharf, 1.1 miles



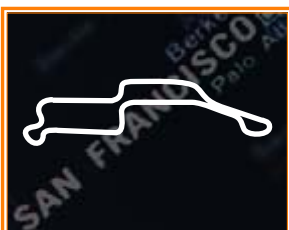
Hyde Street, 1.1 miles



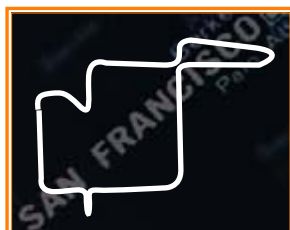
Hill Climb, 1.1 miles



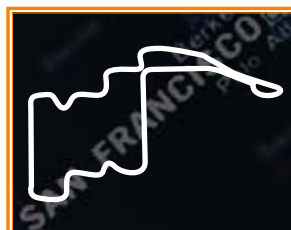
The Waterfront, 1.2 miles



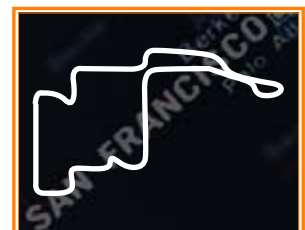
Fish Alley, 1.3 miles



The Tour, 1.5 miles



Fisherman's Challenge, 1.9 miles



Fisherman's Challenge II, 1.9 miles

### MINI Cooper S



Tokyo, Asakusa: Eki-Mae Hairpin, 1.8 miles

### MR2 Spyder



London, St. James Park: The Mall East, 1.6 miles

### SLK 320



London, Trafalgar: Regent Street, 1.0 miles

### New Beetle RSI



San Francisco, Fisherman's Wharf: Embarcadero East III, 0.3 miles

### TT Roadster



Tokyo, Shibuya: Shobosho Kita, 0.7 miles

### TT Coupe



London, Trafalgar: Nelson's Column, 0.6 miles

### Z3 Roadster 3.0i



London, Westminster: Westminster Challenge II, 1.6 miles

### RX-8



Tokyo, Asakusa: Nakamise-Dori Long, 0.7 miles]



### Camaro SS



London, St. James Park: North Park, 0.7 miles

### Boxster S



Tokyo, Asakusa: Ura-Michi Hairpin, 0.5 miles

### Speedster



New York, Times Square: Grand Central, 0.8 miles

### Focus Cosworth



New York, Central Park: Central Park Pretzel II, 2.1 miles

### Lancer Evolution VII



New York, Times Square: Pershing Square Loop, 0.6 miles

### Impreza WRX



Tokyo, Shinjuku: Chuo-Dori Higashi, 0.7 miles]

### Esperante



London, Trafalgar: St. Martins North, 0.3 miles

### Skyline GTR



New York, Wall Street: Maiden Lane, 1.6 miles

### Exige



New York, Central Park: The Rink, 2.2 miles

### F355 Spider



Tokyo, Asakusa: Eki-Mae Hairpin, 1.8 miles

### 355 F1



New York, Times Square: Central Library Loop, 0.9 miles

### V12 Vanquish



Tokyo, Shibuya: Shibuya Eki Loop, 0.5 miles

### Corvette Z06



San Francisco, Financial District: Embarcadero North, 1.6 miles

### Feroce



San Francisco, Pacific Heights: Octavia North, 0.5 miles

### 360 Spider



San Francisco, Financial District: Washington Street, 1.6 miles

### 360 Modena



Tokyo, Shinjuku: Ohme Kaido Nishi II, 1.8 miles



**Tuscan**



New York, Wall Street: Liberty Long, 1.7 miles

**Viper RT-10**



San Francisco, Pacific Heights: The Box, 0.7 miles

**911 GT2**



New York, Times Square: 7th Avenue, 2.2 miles

**Carrera GT**



New York, Wall Street: FDR Drive Loop, 1.6 miles

**F50**



London, Westminster: Westminster Challenge, 1.5 miles